

COMPREHENSIVE  
**DIGI**EVOLUTION  
CHARTS



**DIGIMON WORLD**



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Electronic Entertainment  
Platform: Sony PlayStation® game console



# PREPARE TO BE **DIGITIZED!**



Easy-to-follow  
walkthrough including  
detailed maps  
of Digimon World



Bestiary including  
comprehensive  
Digimon data



Tips on Digivolving  
your monster to be  
the best it can be



Tactics for battling  
enemy Digimon



Detailed evolution charts



Explanatory tables  
for all skills and items



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**DIGIMON WORLD**





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## Digimon World

### Basics

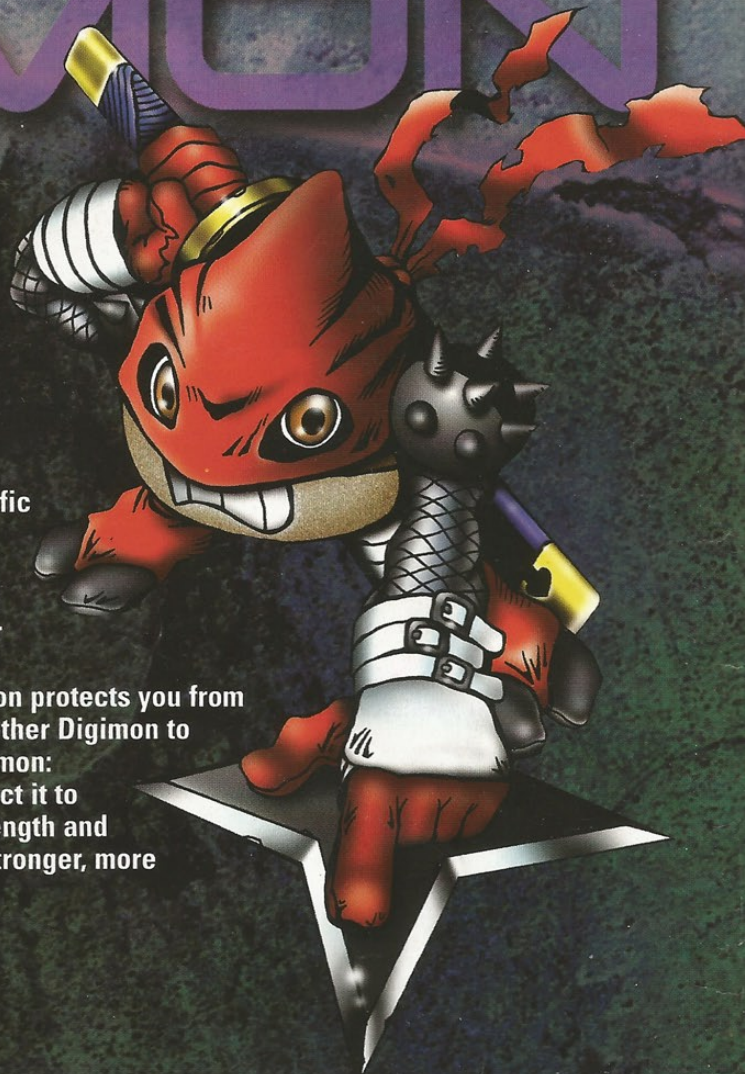
In *Digimon World*, you play as a young boy mysteriously transported to the Digimon Dimension, a troubled world called File Island. An ancient Digimon named Jijimon greets you when you arrive. He tells you you've been summoned to help save the island's Digimon. Something has caused the Digimon to forget their responsibilities and even their own language! You must visit all these Digimon and convince each to return to File City to help rebuild their world.





You'll find most of the Digimon you can recruit in specific areas throughout File Island. Persuading them to return to the city can be as easy as just asking. However, most will require you to prove your worth by defeating them in battle or performing some task. Other recruitable Digimon appear randomly or after you've fulfilled certain requirements.

A Partner Digimon assists you in your task. This Digimon protects you from the island's roaming enemies and helps you convince the other Digimon to return to the city. But you must look after your Partner Digimon: feed it when it's hungry, sleep or rest it when it's tired, direct it to a Toilet when it needs to go, and train it to increase its strength and power. As your Digimon develops, it may digivolve into a stronger, more advanced form.



## Facts of Life for Digimon Tamers

To raise Digimon successfully, you must first understand a few things. Raising Digimon in *Digimon World* is just like raising a Tamagotchi or a Digimon in one of the handheld capsules. At the least, you must feed it, clean up after it, and try to keep it somewhat happy. To succeed in your quest, you must train your Digimon to increase its power and strength and digivolve it into stronger forms.

### The Life Span of a Digimon

Digimon live for about 15 to 20 days in *Digimon World* time, depending on how well you care for them. During that time they may digivolve as many as five times, from Baby form to Ultimate form.



Baby Form

Digivolution Time: N/A

In-Training Form

Digivolution Time: 6 hours





All Digimon take these forms to start with. Because they are newly hatched, both Baby and In-Training forms are weak and virtually useless in battle. Both are restricted to the simple Bubbles attack skill, where the tiny Digimon spits water bubbles at the enemy. It may be cute, but it's neither effective nor strong. Even with maxed-out stats, a Baby or In-Training Form can inflict only a few points of damage with Bubbles. Your best bet is to take these cute little Digimon to your local gym and try to build up their stats for Digivolution to the Rookie form. Feed them a lot and watch out for signs of tiredness.

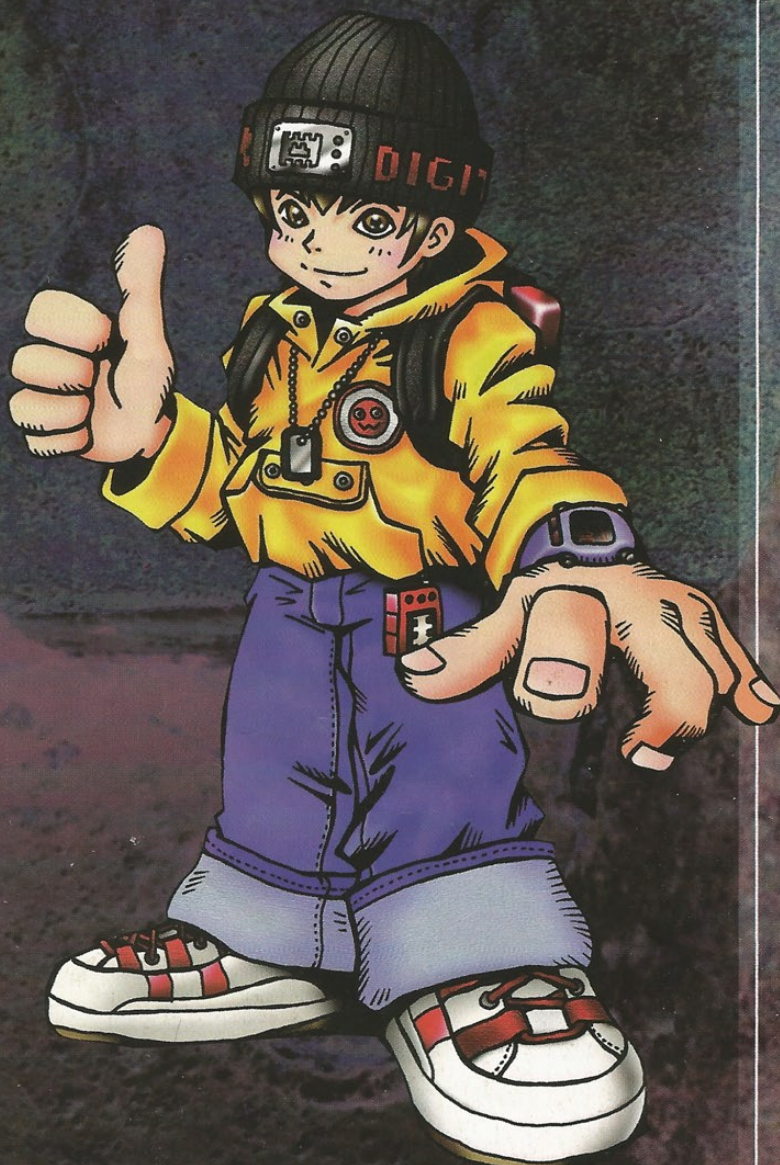
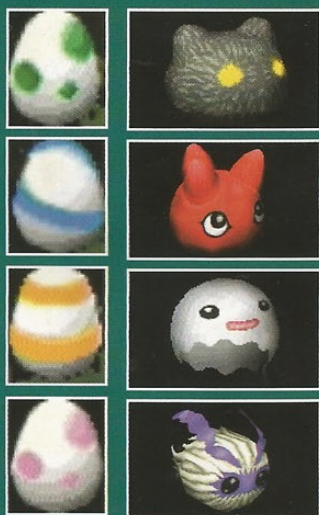
## NOTE

The four Baby Digimon forms digivolve into four corresponding In-Training forms. For example, a Botamon (Baby) always digivolves into Koromon (In-Training).

## From Egg to Baby Digimon

If you're wondering which Baby Digimon comes from which egg, wonder no more!

### Egg Baby Digimon







## Rookie Form

Digivolution Time: 1 Day, 6 Hours

When you start a game of *Digimon World*, you receive a Rookie form Digimon as a partner. The Rookie form is the basic Digimon form and the most well-known from the animated series. Nine Rookie-type Digimon exist in *Digimon World*, roughly two for each In-Training Digimon form. (All four In-Training forms can digivolve into Kunemon, a special evolution form, when they sleep in the Kunemon's Bed area.)

Rookie Digimon are the first Digimon you'll actually want to take into battle. Each learns its own set of skills and has particular strengths and weaknesses. But because these Digimon are still young, you must take extra care in feeding them and watching out for potty breaks. As you can imagine, Rookie Digimon need a bit more care and attention than the Champion and Ultimate forms.



## Champion Form

Digivolution Time: 4 Days, 6 Hours to 5 Days, 6 Hours

The Champion form is the only other "given" digivolution your Digimon will experience. Between its fourth and sixth days of life, you can bet that your Rookie Digimon will digivolve into one of 29 forms—for better or worse! The way you treat your Rookie Digimon determines whether it grows into a powerful Digimon such as Greymon or a poop-throwing Digimon such as Numemon.

Champion Digimon are the ones you're likely to spend the most time with. These are powerful, hardy, and make good Partner Digimon for most of your explorations on File Island. When recruiting Ultimate Digimon and exploring the final dungeons, you'll want to prepare your Champion Digimon to digivolve into their Ultimate forms.



## Ultimate Form

Digivolution Time: Anytime after 11 Days, 6 Hours



## TIP

Areas exist throughout File Island where you can win, buy, or find certain Items that guarantee a speedy digivolution to a specific form. These Digivolution Items are extremely rare! If you do get hold of one, however, you can feed it to your Digimon to Digivolve it immediately into the character the Item represents. If you want to use a particular Digimon and are having no success the normal way, try to find that Digimon's Digivolution Item!

Digivolving your Digimon into an Ultimate form is the task of a Master Tamer! You have roughly six days from the time your Partner Digimon digivolves into a Champion form to double and triple (or even quadruple!) your Digimon's stats. If you can do that, you may be blessed with an Ultimate Digimon as a partner. Consider that your challenge!

## When a Digimon Fades Away

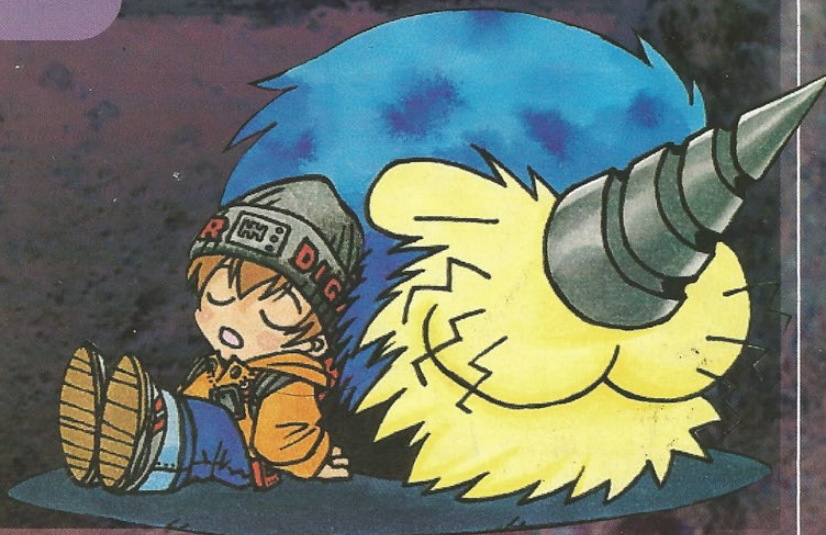
After 15 to 20 days of life, your Digimon will fade away and leave behind up to four Digimon Eggs (depending on the strength of the departed Digimon and the conditions of its fading away). A Digimon's fading away gives you the opportunity to train a variety of Digimon and learn a variety of skills.

Certain areas of File Island are restricted to certain Digimon types. For example, you can enter the Ice Sanctuary only with a Vaccine-Type Digimon; the Gray Lord's Mansion is off-limits to all but Virus Types. To recruit Frigimon, you must bring it a Digimon susceptible to cold and then digivolve that Digimon into a form that's *resistant* to cold.

On the downside, about every 15 Digi-days you must start all over again. This can be frustrating, especially if your Champion or Ultimate form fades away just before it was about to take on a difficult enemy. Still, if you conserve your resources (stat-raising Chips and the like) and raise your new Digimon carefully, you should be able to resume your quest in no time!

## TIP

The strength of your brand-new, bouncing Baby Digimon is determined by the "parent" Digimon's stats and your Tamer level. The higher both are, the stronger your Baby Digimon will be. Continuing to train strong, high-level Digimon and raising your Tamer level will ensure that you end up with a maxed-out Ultimate Digimon for the game's final dungeon, Mt. Infinity.





# DIGIMON

## Raising Digimon Do's and Don'ts



Raising a Digimon seems simple enough: Feed your Partner Digimon when it's hungry. Take it to the Toilet when it needs to go. Sleep it when it's sleepy. Train it in the gym and in battle to make it grow stronger. Heal its wounds. And don't let it fade away.

Do all this, and your Digimon should grow and thrive.

It's a little more complicated than that, though. Food is expensive at the start of the game and your daily ration of three pieces of Meat doesn't go very far. Plus, your Digimon seem always to develop a need to go when you're several screens from the nearest Toilet.

We developed the following Training Tips to help you.

### 1. Conserve your Items at the start of the game!

Talk to Tokomon at the start of the game to receive a small allotment of Items. Then conserve them until you recruit Coelamon and/or Betamon and they open an Item Shop. You can supplement your recovery items by defeating the ModokiBetamon that live in Native Forest.

### 2. Watch your Digimon's Weight!

Weight is the second factor the computer considers when it's time to Digivolve your Digimon. Your Digimon's weight corresponds to the amount of food it eats. At the start, unfortunately, your food and money supplies are very limited until you recruit some important Digimon. And your Digimon will lose a pound of weight every time it goes to the bathroom, often canceling out any weight gain from its last meal.

Recruiting Palmon and upgrading the Meat Farm is a good way to give your daily Meat rations more impact (Giant Meat puts two pounds per portion on your Digimon). You can buy Meat for 50 Bits per piece when you recruit Coelamon and gain an Item Shop. Digital Mushrooms and the like also make great meal supplements!

### 3. Those Happiness and Discipline Gauges are there for a reason!

A happy and disciplined Digimon is your goal. Using the Praise and Scold options in the Main Menu is only part of reaching it. Feeding your Digimon makes it happier, and participating in battles makes it more disciplined. If you let these two gauges drain, you'll end up with a stubborn and rebellious Digimon—and a much harder raising job.

### 4. Respond to your Digimon's needs both in the field and in battle!

The following conditions may effect your Digimon both on the field and in battle.



**Field Problems**

<b>Problem</b>	<b>Appearance</b>	<b>Cure</b>
Hunger	Meat thought balloon	Feed this Digimon! Most Digimon have a specific action they perform once their hunger is satisfied. Watch for this! A trip to a Toilet or use of a Portable Potty Item is in order.
Toilet Break	Poop thought balloon	A trip to a Toilet or use of a Portable Potty Item is in order.
Sleep	Sleep thought balloon	Select Sleep in the Main Menu and your Digimon will go to sleep automatically.
Tiredness	Sweat thought balloon	The easiest and cheapest cure lies in a visit to Centarumon's Clinic or visiting Punimon in Jijimon's house. He'll gladly heal Tiredness for free!
Injury	Bandage thought balloon	Heal for 300 Bits at Centarumon's Clinic or use a Bandage Item.
Sickness	Hypo Needle thought balloon	Bandages and Medicine are in order here, or you can spend 300 Bits to have Centarumon cure you.

**Battle Problems**

<b>Problem</b>	<b>Appearance</b>	<b>Cure</b>
Poison	Purple cloud over Digimon's head	Various, Omnipotent, and Protection Floppies
Confusion	Question marks swirl around the Digimon's head	Various, Omnipotent, and Protection Floppies
Paralysis	Yellow bands hold the Digimon immobile	Various, Omnipotent, and Protection Floppies
Liquid Crystallization	Digimon turns into an LCD version of itself	Various, Omnipotent, and Protection Floppies

**5. Mix Gym Training and Battles wisely!**

Go to the gym to increase your Digimon's stats quickly and efficiently. Normal training provides a greater boost than an afternoon of random battles, and Bonus training (when successful) can have an even stronger impact. But there's nothing like battle experience for a young Digimon. Stat increases may be less, but the rewards are often better. You receive money and Items from successful battles, *and* your Digimon can learn new Techniques from its opponents!

**6. Use your Digimon's Brain power to give it more options in Battle.**

The commands that your Digimon uses in battle are determined by your Partner Digimon's Brains. The higher the Digimon's Brain stat, the more options it has in Battle. If you're not satisfied with the Your Call command, visit the appropriate training machines in the gym or use Brain Chips!

**7. Plan your Digimon's Digivolution!**

Whenever possible, plan your Partner Digimon's Digivolution in advance. Chapter 3 provides Digivolution requirements for most of the game's Digimon. With this as your guide, try to raise your Digimon's stats so it digivolves accordingly. Remember, when choosing your Digimon's digivolutionary form, the computer looks at the following conditions (in this order):

1. Number of Care Mistakes
2. Digimon's Weight
3. Required Stats
4. Bonus Conditions

Planning ahead is particularly important if you want to acquire a specific Ultimate Digimon.



## 8. Seek out certain enemy Digimon to learn new Techniques.

Digimon learn new Techniques by watching other Digimon perform them. Rarely will your Digimon learn a new Technique through training alone, so put the tables in the Techniques section to good use.

If you want your Digimon to learn a specific Technique, check to see which enemy Digimon use it in battle, and then have your partner battle those monsters until it learns that Technique. Remember, the more Techniques your Digimon learn and pass on, the more flexibility you have when choosing new types of Digimon to raise.

## 9. The Potty Item is important.

In *Digimon World*, there's never a Toilet nearby when your Digimon needs it most! Fortunately, you can buy a handy Item to take care of your Digimon's needs in a pinch—the Portable Potty. This Item is stocked at File City's Item Shop and costs a whopping 300 Bits. However, when you give it to a Digimon in need, it not only satisfies its need for a Toilet, it also prevents it losing weight. The farther you get from File City, the more you'll need this Item in your inventory.

## 10. Prioritize your recruitment schedule!

One benefit of recruiting (aside from bringing you closer to saving File Island) is the number of shops and services that become available with each new Digimon. Some mean the difference between an easy adventure and one that's ridiculously hard, so develop a plan to get the best Digimon with the best shops to File City as soon as possible.

For example, at the start of the game, recruiting Coelamon, Betamon, and Palmon should be your top priority. Next, expand the items you can buy by recruiting Patamon and Biyomon in Gear Savanna, and then try to recruit Birdramon from Great Canyon.

If you're having difficulties with a small inventory, rush through the Ogre subquest to get the Dimensional Keychain from Nanimon. Keep such needs in mind when planning where to go next on File Island!

## 11. Watch for surprise Digimon Events!

Certain Digimon will attack out of the blue once you've completed certain requirements. These Digimon bring great advancement to your city—if you can defeat them. Unfortunately, these Digimon also are pretty strong. You'll want to enter battle with them completely prepared. Take care not to trigger these events until you and your Partner Digimon are ready. The section that follows will point out how you may trigger an attack.







## Adventurer's Guide to Digimon World

Digimon World's File Island is shaped like a flat disk, not unlike a CD-ROM or the circular data disk in a floppy disk or hard drive. Starting from a small town in the south, you must make your way around to the icy north, following either the right or the left path, or alternating between the two.





**Misty Trees**

Digimon Who Appear: Kokatorimon, Gabumon

**Mt. Infinity**

Digimon Who Appear: Devimon, MetalGreymon, Megadramon, Digitamamon

**Freezeland**

Digimon Who Appear: Garurumon, Frigimon, Mojiyamon, Penguinmon, Whamon

**Geko Swamp**

Digimon Who Appear: Gekomon

**Toy Town**

Digimon Who Appear: Monzaemon

**Ice Sanctuary**

Digimon Who Appear: Angemon

**Great Canyon**

Digimon Who Appear: Monochromon, Birdramon, Shellmon

**Trash Mountain**

Digimon Who Appear: Sukamon

**Factorial Town**

Digimon Who Appear: Numemon, Andromon, Giromon, MetalMamemon

**Ancient Dino Region**

Digimon Who Appear: Tyrannomon

**Gray Lord's Mansion**

Digimon Who Appear: SkullGreymon

**Gear Savanna**

Digimon Who Appear: Elecmon, Patamon, Biyomon, Leomon

**Mt. Panorama**

Digimon Who Appear: Unimon, Mamemon, Vademon

**Overdell**

Digimon Who Appear: Bakemon

**Mangrove Region**

Digimon Who Appear: Betamon, Centarumon

**Drill Tunnel/Lava Cave**

Digimon Who Appear: Drimogemon

**Tropical Jungle**

Digimon Who Appear: Vegiemon, Piximon

**Beetle Land**

Digimon Who Appear: Kabuterimon, Kuwagamon

**File City**

Digimon Who Appear: Greymon, Airdramon

**Coela Point**

Digimon Who Appear: Coelamon

**Dragon Eye Lake**

Digimon Who Appear: Seadramon

**Native Forest**

Digimon Who Appear: Agumon, Kunemon, Palmon, Ninjamon, Etemon





## The Two Paths Through File Island

How you choose to explore File Island is up to you. At the beginning of the game, alternate between east and west until you've built up enough experience, and recruited enough Digimon to supply you with plenty of food and recovery Items for the long road ahead. Working both sides of the world also has the added benefit of giving you something else to do and explore during events that require you to wait for a few Digi-days.

### The Western Path

The Western Path leads you through the Native Forest to the Drill Tunnel, then through Mt. Panorama to Misty Trees. The slightly easier-to-beat monsters make this a good starting point.

File City

Native Forest

Drill Tunnel

Mt. Panorama

Gear Savanna

Trash Mountain

Geko Swamp

Misty Trees



### The Eastern Path

After bridging the gap at Coela Point with Coelamon's party, explore the Tropical Jungle, the Ancient Dino Region, Overdell, the Great Canyon, and the Freezeland. Although the Digimon you can recruit here tend to improve item shops and the like, their levels are higher and their traps more difficult.

File City

Native Forest

Tropical Jungle

Ancient Dino Region

Overdell

Great Canyon

Freezeland

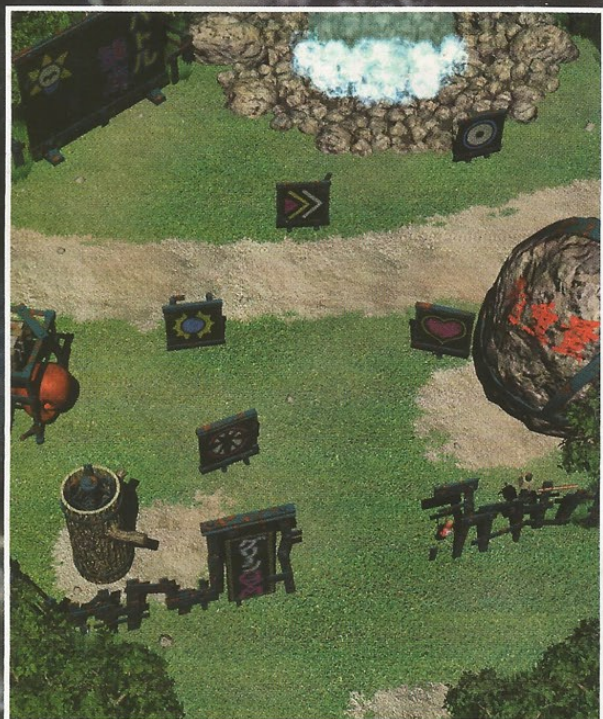




# DIGIMON

## File City and Green Gym

File City at the Start of  
the Game



Green Gym  
to Native Forest

To Native Forest

To Digital Bridge





## Facilities

Jijimon's House  
Meat Farm  
Toilet

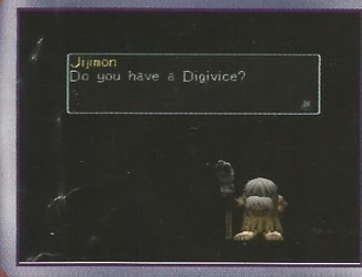
You awaken in Digimon World, surrounded by Digimon, including Jijimon, and another one you'll soon call your own. This companion Digimon is chosen based on your answers to Jijimon's questions at the start—before you enter names for yourself and your first Partner Digimon.



When Jijimon asks you if you possess a Digivice of your own, the way you answer determines which Digimon suits you best.

The following table reveals which answers will get you the creature you want. Whether you "choose" to obtain Agumon or Gabumon makes no difference to the game's outcome.

## Question 1



### Answer 1

Yes

No

## Question 2



### Answer 2

Day

Night

Yes

No

### Digimon

Agumon

Gabumon

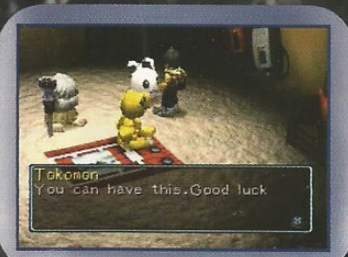
Agumon

Gabumon



Question 2 depends on your answer to Question 1.

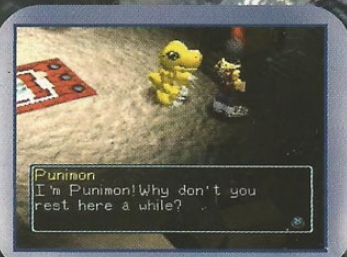
After you meet your new pal, the action moves into Jijimon's house (the one that looks like a can!). Before you explore, talk to each character in the house. Talk to the townsfolk, as well. Some will offer you supplies for your adventure that can make the difference between life, fading away, and good (or bad) Digivolving!



Talk to Tokomon to receive your first bunch of Items. Until you recruit Coelamon on the beach (this opens the first Item Shop), you must use these sparingly.



Tanemon cares for the Meat Farm behind Jijimon's house. Once a day, every day, this gardener will give you Meat to feed your hungry Digimon.



Punimon will rest your Digimon's HP and MP for free. It won't rest your Digimon completely, so use its services again and again until your Digimon is fully rested.



Go to Jijimon when you need a hint to jump-start your adventuring!



At the start of the game, File City is virtually deserted. To bring it back to life, you must impress certain Digimon that live in different areas (usually by defeating them) and get them to return to File City. When a Digimon returns to File City, it does something useful—opens a store or unblocks a passage, for example. It won't join you on your adventure, though. Sorry!

## Beginning Your Adventure

### Feeding and Caring for Your Digimon

When your Digimon is hungry, a Meat graphic will appear in a thought balloon over its head. This tells you to feed your Digimon immediately. At the start of the game, a single piece of Meat will usually satisfy your Digimon. In general, the longer between feedings, the hungrier your Digimon will be and the more food it will take to fill its tummy. If you fail to feed your Digimon in a timely fashion, it will start to starve and become unhappy. Unhappy Digimon can Digivolve into nasty creatures. You'll want to avoid this—at least for now!

A hungry Digimon.



Shortly after eating, your Digimon will need to go to the bathroom. When a poop pile appears in a thought balloon, you have only a short time—roughly the time it takes to travel across two or three screens—to get your Digimon to a Toilet before it has an accident. Too many accidents, and your Digimon will either Digivolve or de-Digivolve into the hideous Sukamon (the worst of the Digimon).

Also, failing to get to a Toilet in time counts as a Care Mistake for your Digimon (along with failing to feed your Digimon or let it sleep at night). Too many Care Mistakes may keep your Digimon from Digivolving into the form you want.



Good toilet behavior deserves a pat on the head. Bad toilet behavior leaves a lasting reminder of your failure to anticipate your Digimon's needs.



### Pumping Up at the Gym

Green Gym, Digimon World's most complete training facility, lies west of File City. You may train there as often as you like for as long as you like. Watch for signs that your Digimon is exhausted (time to stop exercising!), hungry (feed me!), sleepy (bed time!) or in need of a trip to the Toilet. Don't let your Digimon train at such times!

Your Digimon will train using the following modes.

#### Station 1: Striking



Punching the log again and again increases your Digimon's Offensive Power and Speed.

#### Station 2: Punch Glove



Ducking the punch of this enormous boxing glove increases your Digimon's Defensive Power and Brains.

#### Station 3: Hero's Classroom



You get to play Teacher at this station, and recite lectures to improve your Digimon's Brains and Maximum MP.

#### Station 4: Running



Cheer your Digimon on as it runs laps around the field. This raises both Speed and Maximum HP.

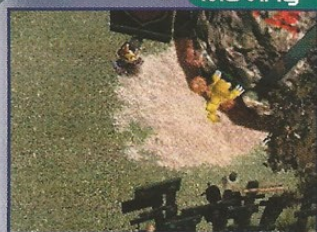


## Station 5: Waterfall



Exercising at the base of this waterfall increases your Digimon's Maximum MP and Defensive Power.

## Station 6: Boulder Moving



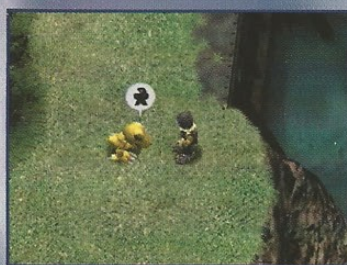
Trying to move this giant boulder increases your Digimon's Maximum HP, as well as its Offensive Power.

## TIP

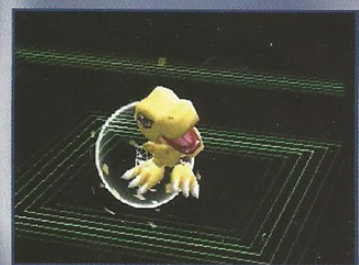
Training machines appear all over File Island—not just in Green Gym! Each machine has different capabilities and provides a workout of varying strength. There's a rumor floating about that you can find Digimon to upgrade your existing Training areas!

## Digivolving

Your Rookie Digimon will Digivolve into its Champion form within five to six days of starting the game. Keep your Care Mistakes to an absolute minimum and work to increase its starting stats to ensure it digivolves into a powerful form.



A black mark over your Digimon's head (plus the immediate halt of all activities) indicates the start of Digivolution.



Agumon can Digivolve into the forms shown in the following table:

### Digimon Requirements

Birdramon	3 or fewer Care Mistakes; Weight 20g; Speed 100
Greymon	1 or fewer Care Mistakes; Weight 30g; Offense, Defense, Speed and Brains 100
Centarumon	3 or fewer Care Mistakes; Weight 30g; Brains 100
Meramon	5 or fewer Care Mistakes; Weight 20g; Offense 100
Monochromon	3 or fewer Care Mistakes; Weight 40g; HP 1000; Defense, and Brains 100
Tyrannomon	5 or fewer Care Mistakes; Weight 30g; HP 1000; Defense 100

Gabumon can Digivolve into the forms shown in the following table:

### Digimon

Tyrannomon
Defense 100
Garurumon
Speed 100
Ogremon
Drimogemon
Monochromon

### Requirements

5 or fewer Care Mistakes; Weight 30g; HP 1000;
1 or fewer Care Mistakes; Weight 30g; MP 1000;
5 or fewer Care Mistakes; Weight 30g; HP 1000; Offense 100
3 or fewer Care Mistakes; Weight 40g; Offense 100
3 or fewer Care Mistakes; Weight 40g; HP 1000; Defense, and Brains 100

If your Digimon can't meet any of the foregoing requirements, it will Digivolve into the dreaded Numemon. Like the Sukamon, this Digimon is a form you'll want to avoid—at least at the game's early stages.

## TIP

Your Digimon's Weight statistic is the most easily overlooked. While feeding your Digimon will increase its weight, taking it to the Toilet will decrease its weight. Feed it lots and lots of food in order to meet the requirement necessary to Digivolve!



## File City as the Game Progresses

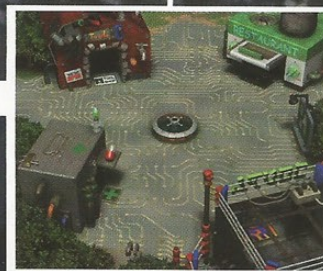
File City changes and grows as you recruit more and more Digimon. It's in your best interests to recruit as many Digimon as you can, because the more Digimon you recruit, the more facilities and shops you'll find at your disposal. The following lists and descriptions detail the shops, their contents, and which Digimon you must recruit to open and staff them.



Green Gym  
to Native Forest



To Native  
Forest



To Digital  
Bridge

### TIP

File City's Prosperity rating is determined by the number of Digimon you recruit and the types of buildings you construct. When the Prosperity rating hits certain levels, new, recruitable Digimon show up around the World Map. The formula used to determine File City's Prosperity Rating is as follows: recruiting a Rookie Digimon nets you a single point; recruiting a Champion Digimon gets you two points, and recruiting an Ultimate Digimon is worth three points. Recruiting a Numemon-type Digimon (e.g. Sukamon, Numemon, Nanimon) is only worth a single point. Talk to Jijimon to find out what your city's current rating is!

### Digimon

Greymon  
Airdramon

### Facilities

Jijimon's House  
Toilet  
Meat Farm  
Item Keeper  
Item Stand  
Item Shop  
Centar Clinic  
Restaurant  
Secret Item Shop  
Whamon's Ship  
Birdra Transport  
Treasure Hunt  
Battle Arena  
Digimon Curling

### Item Keeper (Agumon)



You can only carry 10 Items in your inventory, so store your excess stuff at Agumon's Item Keeper. The bank can hold up to 99 types of Items.

### Meat Farm (Tanemon, Palmon, Vegiemon)



The Meat Farm goes through three phases over the course of the game, each time with a different Digimon tending to it.

- **Stage One:** At the beginning of the game, Tanemon watches over the garden and can give you three pieces of Meat per day.
- **Stage Two:** After you recruit Palmon, you can receive up to three pieces of Giant Meat a day and buy more for 500 Bits apiece.
- **Stage Three:** Finally, after you recruit Vegiemon, you can get three pieces of Sirloin a day and buy Super Carrots and Hawk Radishes for 500 Bits apiece.





This is replaced by the Item Shop after you recruit Unimon.

### Item Stand (Coelmon and Betamon)

#### One Digimon

Item Name	Price
Small Recovery Floppy	100 Bits
MP Floppy	300 Bits
Meat	50 Bits

#### Two Digimon

Item Name	Price
Small Recovery Floppy	100 Bits
Medium Recovery Floppy	500 Bits
MP Floppy	300 Bits
Various Floppy	300 Bits
Auto Pilot	300 Bits
Meat	50 Bits



### Item Shop (Patamon, Biyomon, Unimon, Monochromon)

The Item Shop takes the place of the Item Stand once you recruit one of the shop's owners. Here, you'll find many of the items necessary for your adventures. In addition to the usual tools, each Digimon sells its own favorite Item while on duty.

#### One Digimon

Item Name	Price
Small Recovery Floppy	100 Bits
Medium Recovery Floppy	500 Bits
MP Floppy	300 Bits
Various Floppy	300 Bits
Offense Disk	500 Bits
Defense Disk	500 Bits
Speed Disk	500 Bits
Auto Pilot	300 Bits
Portable Potty	300 Bits
Meat	50 Bits

#### Two Digimon

Item Name	Price
Large Recovery Floppy	1,000 Bits
Medium MP Floppy	800 Bits

#### Three Digimon

Item Name	Price
Card Vending Machine appears.	100 Bits/trading card

#### Four Digimon

Item Name	Price
Double Floppy	1,500 Bits
Large MP Floppy	2,000 Bits
Restore Floppy	4,000 Bits

#### Unique Items (Differ by Digimon)

Item Name	Price
Omnipotent Floppy	2,000 Bits
Super Recovery Floppy	2,500 Bits
Protection Floppy	1,200 Bits
Super Restore Floppy	9,500 Bits
Training Manual	50,000 Bits

#### Digimon Present

Patamon
Biyomon
Monochromon
Unimon
Piximon

### Centarumon's Clinic



Centarumon returns to File City and opens up a Clinic to heal your Digimon's wounds. Visit this Digimon whether you need a quick fix or some serious healing.

Item/Service	Price
Heal Injury and Sickness	300 Bits
Get rid of Tiredness	Free
Bandage	400 Bits
Medicine	1,200 Bits



## Restaurant (Meramon, Tyrannomon, Garurumon, Frigimon, Digitamamon, Vademon)



Recruit one of the Restaurant owners and a Restaurant will appear in File City, serving only the finest Digimon cuisine. When your Partner Digimon eats there, its stomach fills and its stats increase. Specific Digimon staff the Restaurant only at certain times (listed next to the Digimon Chef's name in the following tables) and their dishes offer various benefits.

### Garurumon (0:00–6:00)

Food	Price	Offense	Defense	Speed	Brains	HP	MP
Phantom-Bone Steak	5,000 Bits	—	—	—	+3	+50	—
DX Steak	2,500 Bits	—	—	—	+2	+30	—
T-Bone Steak	1,000 Bits	—	—	—	+1	+10	—

### Tyrannomon (6:00–12:00)

Food	Price	Offense	Defense	Speed	Brains	HP	MP
Jurassic Burger	2,500 Bits	—	+5	+3	—	+50	—
Wild Dragon Noodle	400 Bits	—	+1	+1	—	+10	—
Zaurus Pizza	1,000 Bits	—	+3	+2	—	+30	—

### Meramon (12:00–18:00)

Food	Price	Offense	Defense	Speed	Brains	HP	MP
Burning Hot Curry	1,200 Bits	+3	—	—	+2	—	—
Lava Hot Pot	3,500 Bits	+5	—	—	+3	—	—
Red Hot Ramen	400 Bits	+1	—	—	+1	—	—

### Frigimon (18:00–24:00)

Food	Price	Offense	Defense	Speed	Brains	HP	MP
Ice Cream	700 Bits	—	—	+2	—	—	+30
Snow Cone	1,600 Bits	—	—	+2	—	—	+50
Snow Shake	300 Bits	—	—	+1	—	—	+10

### Vademon

Food	Price	Offense	Defense	Speed	Brains	HP	MP
Galaxy Course	9,000 Bits	+3	+3	+3	+3	+30	+30
Space Salad	1,500 Bits	+1	+1	+1	+1	+10	+10
UFO Soup	4,000 Bits	+2	+2	+2	+2	+20	+20

### Digitamamon

Food	Price	Offense	Defense	Speed	Brains	HP	MP
Wonder Boiled Egg	1,000 Bits	?	?	?	?	?	?
Wonder Omelet	2,500 Bits	?	?	?	?	?	?
Wonder Egg Bowl	6,000 Bits	?	?	?	?	?	?

## NOTE

Digitamamon's dishes produce random effects. If you find this Digimon running the restaurant, be sure to sample its dishes!



## Treasure Hunt Shop (Drimogemon)



Drimogemon joins your crew by drilling a new shop into the cliffs next to the Meat Farm. You can commission this Digimon to search the surrounding areas for treasure. The more you're willing to pay, the longer its trip and the more likely you are to obtain rare items.

### Normal Course (1,000 Bits)

Koga's Laws  
Flaming Wings  
Torn Tatter  
Super Recovery Floppy  
Restore Floppy  
Omnipotent Floppy  
Protection Floppy  
Large MP Floppy  
Super Offense Disk  
Super Defense Disk  
Super Speed Disk  
Super Omnipotent Disk

### Special Course (5,000 Bits)

Offense Chip  
HP Chip  
Brain Chip  
Defense Chip  
MP Chip  
Speed Chip  
Koga's Laws  
Flaming Wings  
Torn Tatter  
Super Recovery Floppy  
Super Restore Floppy  
Restore Floppy  
Omnipotent Floppy

## Whamon's Ship



Whamon provides free trips to places such as Factorial Town and the Secret Beach Cave.

## Birdramon's Shipping



Recruit Birdramon from its deserted nest in Great Canyon and it will open a much-needed service enterprise. For a few thousand bits, you can have Birdramon carry you around the World Map to locations you've previously visited.

Destination	Price
Great Canyon	1,000 Bits
Gear Savanna	1,000 Bits
Ancient Dino Region	1,500 Bits
Freezeland	2,000 Bits
Misty Trees	2,500 Bits
Beetle Land	2,500 Bits

## Secret Item Shop (Numemon, Moiyamon, Mamemon, Devimon)

After you recruit one of the shop's owners, the stairs to the Secret Item Shop appear in the Item Shop to the left of the Card Vending Machine. Downstairs, you'll find many rare items for sale.



### Numemon

Item	Price
Enemy Repellant	5,000 Bits
Enemy Bell	5,000 Bits

### Moiyamon

Item	Price
Rest Pillow	1,000 Bits
Health Shoe	2,000 Bits

### Mamemon

Item	Price
Omnipotent Disk	3,000 Bits
Super Offense Disk	4,000 Bits
Super Defense Disk	4,000 Bits
Super Speed Disk	4,000 Bits

### Devimon

Item	Price
Devil Chip A	5,000 Bits
Devil Chip D	5,000 Bits
Devil Chip E	5,000 Bits



## Battle Arena (Greymon)



Once you recruit Greymon, the Battle Arena appears. Talk to Greymon to find out which tournaments you can sign up for over the next few days. Make your choice and register. The next day, show up promptly at 10:00 to compete for prizes.

### Battle Grade

Grade D  
Grade C  
Grade B  
Grade A  
Grade S  
Version 1 Cup  
Version 2 Cup  
Version 3 Cup  
Version 4 Cup  
Version 0 Cup  
Fire Cup  
Grapple Cup  
Thunder Cup  
Cool Cup  
Nature Cup  
Metric Cup  
Dirty Cup  
Dino Cup  
Wing Cup  
Animal Cup  
Human Cup

### Winning Prizes

Double Floppy  
Sirloin x3  
Restore Floppy  
Flaming Mane  
Metal Parts, Fatal Bone, or Mega-Hand  
White Fang  
Blue Crystal  
Iron Hoof  
Mono Stone  
Red Ruby  
Fireball  
Spike Club  
Unihorn  
North Star  
Fertilizer  
Cyber Parts  
Sunglasses  
Gray Claws  
White Wings  
Steel Drill  
Black Wings

### Consolation Prizes

Giant Meat x2  
Sirloin  
Large MP Floppy  
Restore Floppy  
Super Restore Floppy  
Super Recovery Floppy  
Super Recovery Floppy  
Super Recovery Floppy  
Super Recovery Floppy  
Super Recovery Floppy  
Omnipotent Floppy  
Omnipotent Floppy  
Omnipotent Floppy  
Omnipotent Floppy  
Omnipotent Floppy  
Omnipotent Floppy  
Abilities Disk  
Abilities Disk  
Abilities Disk  
Abilities Disk

## Digimon Curling (Penguinmon, MetalMamemon)



Once you defeat Penguinmon at curling, it opens its own rink located in the basement of the Battle Arena. Defeat each of the following Digimon to win a corresponding prize. The cost of admission is, of course, a fish.

### Penguinmon

Rooster  
Restore Floppy  
Omnipotent Disk  
Giant Meat  
Large Recovery Floppy  
Medium MP Floppy

### MetalMamemon

Silver Ball  
Metal Armor  
Chainsaw  
Small Spear  
Super Recovery Floppy  
Restore Floppy  
Omnipotent Floppy  
Sirloin



# WORLD

## The Native Forest and Surrounding Areas

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To Green Gym

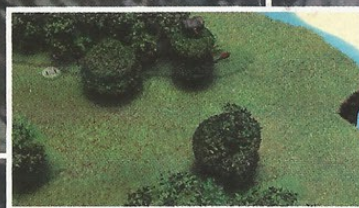
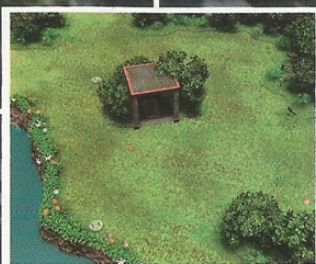
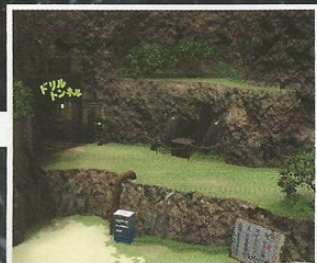
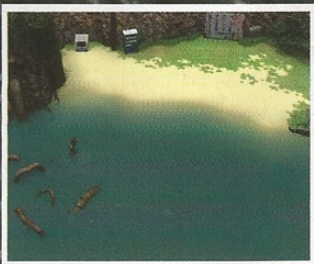
To File City

To File City

To Tropical  
Jungle

To Mt. Panorama

To Drill  
Tunnel





## The Native Forest

### Digimon

Agumon  
Palmon  
Kunemon  
Ninjamon  
Etemon

### Enemy Digimon Data

Day	Night
ModokiBetamon	Dokunemon
Red Vegiemon	Goburimon
Goburimon	Tsukaimon
Aruraumon	—

This twisting, confusing forest is home to a variety of enemy Digimon. On your travels, you can expect to fight ModokiBetamon, Red Vegiemon, Dokunemon, and Goburimon. Some appear during the day and others at night. In addition to such creatures, expect to find Digital Mushrooms growing from the ground. Pick one and it will regrow shortly afterward!

### Facilities

Toilet

### NOTE

**Toilet alert!** If your Digimon needs to take a potty break, run quickly to the Porta-potty in the middle of the forest. It's easy to reach from any event, so your Digimon won't have to suffer long!

### Agumon

The Agumon wandering around outside File City is the first Digimon you can battle and recruit. When you defeat it, this Agumon opens an Item Keeper next to Jijimon's House.



You must deal with Agumon before you can explore the Native Forest.



Once defeated, Agumon opens an Item Keeper. Store your extra items there to free up space in your inventory.

### Your First Battle

The encounter with Agumon marks your introduction to Digimon battle. Your job is to issue orders and shout encouragement. At the beginning of your Partner Digimon's life, you can issue few commands. As your Digimon grows and becomes stronger, its options in battle increase.

Besides encouraging your Digimon, you must keep an eye on its MP and HP. Use items such as Recovery and MP Floppies to keep your Digimon fit and able to fight effectively.

As it fights, your Digimon builds the strength it needs to perform its Finishing Technique. When this happens, you'll be prompted to press **■** to start the attack. Once it starts, alternate pressing **L1** and **R1** to increase the attack's power.

Take care not to start the Finishing Technique attack until the coast is clear. If the enemy hits your Digimon while it's charging up, the attack will be canceled until your Digimon can rebuild the power to try again.



This Digimon can do almost anything in battle!



Spelling the word "FINISH" is all that stands between you and your Digimon's Finishing Technique!



It takes four tries to get Palmon to notice you.



Palmon's upgrade to the Meat Farm provides you with a daily supply of Giant Meat.

### Palmon

Talk to Palmon four times to provoke it to fight. If you defeat it, Palmon will head back to File City and upgrade the Meat Farm. Now you can get up to three pieces of Giant Meat there, and extra pieces at 500 Bits each.

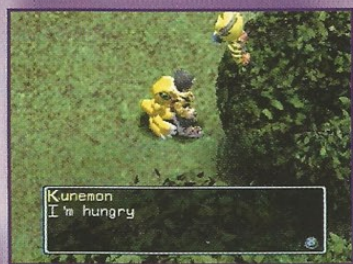


## Kunemon

Talk to Kunemon in its tree and it will ask for food. You can give it one of the following: Meat, Giant Meat, Filet Mignon, a Super Carrot, a Hawk Radish, a Digital Mushroom, Digital Anchovy, or Spoiled Meat. After it eats, it will challenge your Digimon to a fight. When your side wins, it heads back to open a passage to the Digital Bridge and (eventually) the Tropical Jungle.

**TIP**

If you like Kunemon's style, take a Koromon, Tokomon, Tsunomon or Tanemon Partner Digimon to where you first found Kunemon (a place called Kunemon's Bed) and have it sleep near the tree. You have a 50-50 chance that your Partner Digimon will Digivolve into Kunemon as a result.



Kunemon wants food!



Kunemon's contribution seems insignificant now, but this shortcut to the Digital Bridge will prove extremely useful when you must reach Tropical Jungle.

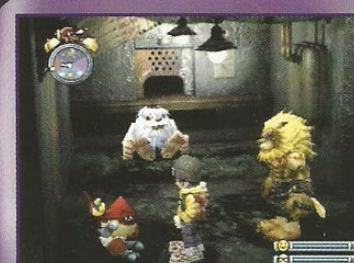
## Ninjamon

Ninjamon appears near Digital Bridge after you recruit one of the proprietors of the Secret Item Shop (in the Item Shop's basement). Recruit Numemon, Mojjamon, Mamemon, and/or Devimon; then periodically check out Digital Bridge and watch for the telltale whirlwind that will alert you to Ninjamon's arrival.

Ninjamon is a swift Digimon that's tough to beat, but after you do, it will take a spot in the Secret Tool Shop and dispense information about some of the game's rare items.



Check here to see if Ninjamon will appear



Ninjamon sits here and dispenses information about rare items

## Etemon

What about that large tree with the door in its trunk? After you open the door to Mt. Infinity in File City (when the city's Prosperity rating is at 50 or higher), take a trip to the tree, and then *watch out*. In one swift movement, Etemon swoops down from its hiding place and takes a large chunk out of your Partner Digimon's HP. Then, before you can pull out a Recovery Floppy, it attacks! Defeat it and add Etemon to your crew.



You'll know when Etemon is around.



Etemon hangs out near Digital Bridge. If you talk to Etemon, it will sell you a Golden Banana (use it to evolve into an Etemon) for 50,000 bits.

## Dragon Eye Lake

**Digimon**  
Seadramon

**Facilities**  
Vending Machine  
Fishing Game

You can't do much in this small area until later in the game. A handy Vending Machine onshore sells Meat and Digital Mushrooms. Be sure to check out the PC early in the game. It contains a very helpful Medium MP Floppy.

### Vending Machine

Item	Price
Meat	300 Bits
Digital Mushroom	600 Bits



PCs Serve as "treasure chests" in Digimon World.



## The Fishing Game

At Dragon Eye Lake, you may angle for a variety of fish and other Items. You'll find the basic Fishing Rod in the home of the Sukamon in Trash Mountain. A better rod is yours for 300 points at ShogunGekomon's Shop in Geko Swamp. (That's *points*, as in the credits you earn for trading Digimon Cards from the Card Vending Machine in the Item Shop, or from the Card and Recycling Shop in Gear Savanna.)



Fishing Location 1 is the easiest place to fish.



The fish off this point are pickier about their diet.



Once you have a rod, this icon becomes selectable.

Once you have a rod, head to one of the two shores of Dragon Eye Lake and bring up the in-game menu. Select the Fishing icon at the top and choose your bait. Your bait determines which fish you're likely to catch.

### Type of Bait

Meat  
Sirloin  
Moldy Meat  
Digital Snapper  
Black Digital Trout  
Digital Catfish

### Fish Likely to be Caught

Digital Anchovy, Digital Snapper  
Black Digital Trout  
Digital Catfish  
Black Digital Trout  
Digital Sea Bass  
Digital Sea Bass



He likes it!

Next, press ● to begin pulling back the rod and ● again to complete the cast. If a fish likes the bait you offer, a heart shape will appear in the water. If the fish is unimpressed, an "X" appears.

When a fish nibbles at the bait, you must move fast: Wait until the floater disappears under the water and press ● to start reeling the fish in. If you reacted in time, a fish-shaped Tension Gauge will appear in the upper-left corner of the screen. Press ● repeatedly to reel in your catch, keeping an eye on the gauge lest you apply too much pressure and break the line.



The fish-shaped Tension Gauge is your guide to reeling that fish in!

## Seadramon

A strange Item called the Blue Flute is rumored to float in this lake. If you catch it, you can use it to summon a Seadramon. This Digimon will ferry you to and from the well-hidden Beetle Land. You can recruit this Digimon once you've completed any business there.

## Coela Point and the Digital Bridge

**Digimon**  
Coelamon

**Facilities**  
N/A

Digital Bridge is broken and overrun with Aruraumon and Tsukaimon (depending on the time of day), so you must find another way across. To reach Tropical Jungle on the other side of the river, locate the family of Coelamon off Coela Point, east of Native Forest!



Digital Bridge is broken. Now what are you going to do?



## Coelamon

Visit this sandy cape between 15:00 and 19:00 to meet up with Coelamon. Talk to it once and it will call its friends to help you cross to Tropical Jungle.



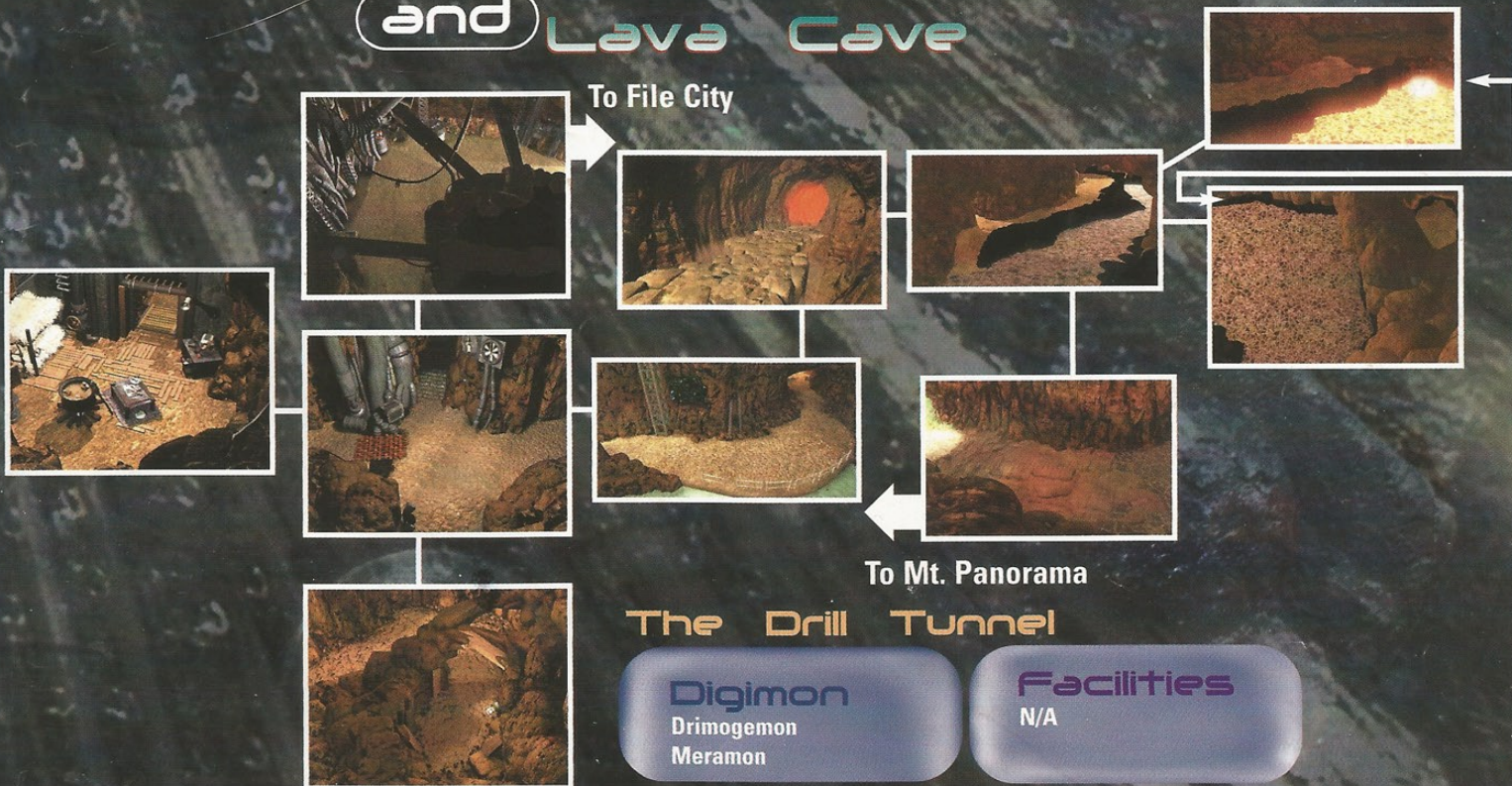
You can tell when Coelamon is out by the shadow on the water. Talk to it, and Coelamon will summon its friends to create a bridge across the river.

After you make it across to Tropical Jungle, return to the cape (Digimon Bridge is now fixed!) and talk to Coelamon a second time. (Now it's there all the time.) After your second conversation, Coelamon returns to File City and opens the first Item Shop (or, rather, *Stand*) in File City. Try to recruit this Digimon early in the game!



Talk to Coelamon again and it will open an Item Stand in File City where you can buy Meat, HP, and MP Floppies for your journey.

## Drill Tunnel and Lava Cave



**Enemy Digimon Data**

Day	Night
Goburimon	Goburimon



Drill Tunnel is tricky to get through efficiently. It takes several Digi-days to complete and *there's no toilet*. When you first enter the tunnel, you'll notice the Goburimon guarding the path. They won't attack unless you approach first. In the main area, cross the bridge to the west to battle the Drimogemon in its home and get Drill Tunnel events underway.

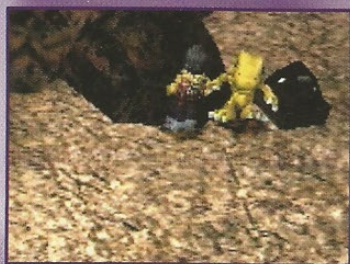
After you defeat the Drimogemon, head down the eastern passage to the bottom of the cave. There is another Drimogemon trying to clear a new passage. Talk to it and it will put you to work on a rock of your own.



Battling the Drimogemon here gets things underway.



Help this Drimogemon clear a new passage.



Stand in front of your designated rock and press X. Your Digimon will suddenly pull out a cart and fill it with rubble.



Dump the rubble out at the mouth of the cave and return to the Drimogemon for your reward.



You receive 500 Bits per load, plus 50 HP, 5 Offense, and 5 Defense stat increases. This is a great way to build up your Digimon and earn money in the early part of the game. Be sure to perform this job as often as you can before time runs out!

**TIP**

As your Digimon wheels around its loads of rubble, it can't leave the Drill Tunnel to visit a bathroom. Take care of any calls of nature before it starts—unless you want to risk an accident!

It takes about 10 trips over several days to shift the dirt and rocks and open a passage into Lava Cave. On the fifth day, you'll come to one last barrier, which your Digimon can move easily.



Finally, the new tunnel is open for business!

## Lava Cave

### Meramon

The Digimon you must beat in Lava Cave is the fiery Meramon. Defeating it triggers two immediate changes to the tunnel and outer world. First, the tunnel becomes free of lava, which allows you to travel on the river bed. Second, defeating Meramon opens the Native Forest entrance to Mt. Panorama.



Meramon is the source of the tunnel's lava. Defeat it and you clear away the molten rock.



After you defeat Meramon, the entrance to Mt. Panorama opens.



After the battle, Meramon travels to File City, where it opens a Restaurant for hungry Digimon.



Different Digimon staff the Restaurant at different times of the day. The more Digimon employed here, the broader the selection of meals.

## Drimogemon

Continue through the tunnel, retrieving Items from the PCs (there are six). At the end, there is another Drimogemon digging through another rock wall. Three days must pass from the opening of the first passage before this one is cleared, too.



You'll have to find something to do for another three days before this door to Mt. Panorama opens.



When the Drimogemon is finished, talk to it and it will open a Treasure Hunt Shop in the caves near the Meat Farm.



Once the tunnel is completed you can choose to pass directly through to Mt. Panorama or wander through the passages.

## Tropical Jungle and Surrounding Areas

To Over Dell



To Great Canyon



To Ancient Dino Regions





## Tropical Jungle

### Digimon

Vegiemon  
Piximon  
Betamon  
Centarumon

### Facilities

MP Store

Tropical Jungle is a big area with little to offer the adventurer. You'll have to recruit two Digimon from the jungle itself, but they won't appear until later in the game. Beware of the swarms of Yanmamon and the occasional Muchomon and J Moiyamon.

### MP Store

MP Recovered	Price
100 MP	200 Bits
1000 MP	1800 Bits

### Enemy Digimon Data

Day	Night
Red Vegiemon	J-Moiyamon
Yanmamon	Tsukaimon
Aruraumon	
Muchomon	
ModokiBetamon	

## Vegiemon

Vegiemon is a tricky character to recruit—because you have to *grow* one. The procedure follows.

First, recruit Palmon. After Palmon increases the Meat Farm's output, Tanemon takes a place in one of the plant containers. Talk to it during the day and, when File City's Prosperity rating is a 10 or better, Tanemon will tell you to check out an unusual plant in Tropical Jungle.



Go to Tropical Jungle and examine the sprig. When asked if you want to use an item on it, cancel. The item the sprig requires is called the Raining Plant, and it's not readily available!

Return to Tanemon and, if File City has reached Level 20, Tanemon will tell you the Raining Plant appears on the 15th of every month. Return to Tanemon on the morning of the 15th (after sunrise) and you'll find it growing in the planter next to Tanemon.



Take the Rain Seed to the sprig in Tropical Jungle and use it on the plant. In the blink of an eye, the small slip will grow into a bouncing baby Vegiemon.



Vegiemon joins you automatically, returning to File City to upgrade the Meat Farm into its final form.



## Piximon

Check the entrance to the jungle every once in a while for the sprightly figure of Piximon. This little pink fairy only *looks* easy to beat! You can often find Piximon in the File City Tool Shop selling Training Manuals for 50,000 Bits.



Look here for signs of the fairy-like Piximon



From time to time you can find Piximon at the Tool Shop selling Training Manuals.

## Mangrove Region and Amida Forest

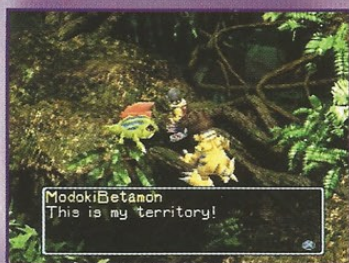
Both areas lie at the southern tip of Tropical Jungle. If you seek new Digimon, travel there! Don't forget to look for a hidden PC at the entrance to Mangrove Region.

### Betamon

Once you cross the bridge into the Mangrove Region, take the first path to the North. Talk to the Betamon on the right-hand clump of mangrove. It will return to File City and join Coelamon in running the Item Stand. Can you say "Upgrade time?"



Betamon is easy to recruit.



During the day, if you talk to this similar looking ModokiBetamon, you'll have a fight on your hands!



Betamon brings several high-powered items to the Item Stand.

### Centarumon

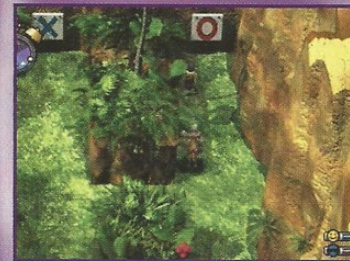
Make sure you've recruited Betamon before you go looking for Centarumon. When Betamon joins Coelamon at the Item Stand in File City, one of the items it adds is the all-important "Medium Recovery Floppy." This recovers up to 1,500 HP and is vital for surviving Amida Forest.

The entrance to Amida Forest lies north of Mangrove Region. When you enter, you'll find yourself under attack by a mysterious sniper. Your goal is to reach the "O" exit before your Digimon runs out of HP.

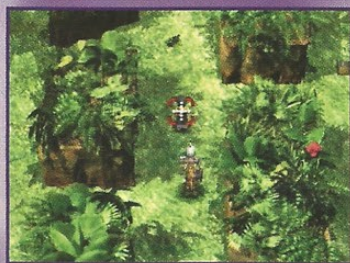
The mystery sniper won't kill your Digimon outright, but it will take off 50% of your Digimon's HP until it has reduced it to a single HP and forced you to retreat to the beginning of the area. Heal your Digimon completely after each hit and take an indirect route to the rear of the area, where the X and O signs appear. Choose the "O" door, and Centarumon will appear and join your group. Back at File City, you'll find Centarumon has set up a Medical Clinic.



Don't be foolish! Stock up on these before you enter Amida Forest.



In this case, "X" doesn't mark the spot!



The mystery sniper has you in its sights.



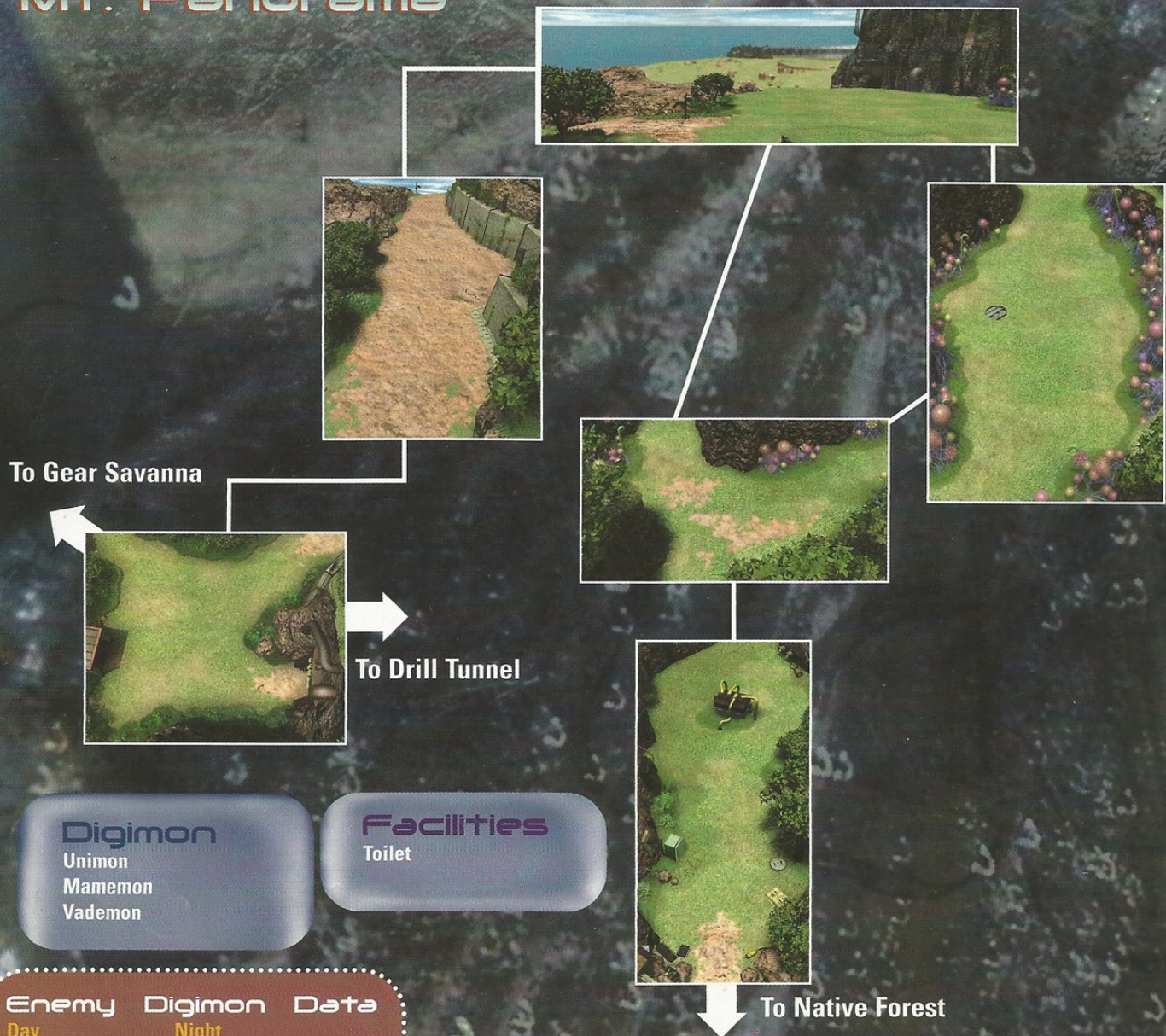
Choose the "O" door, and Centarumon will appear.



Back in File City, there is a handy Clinic!



## Mt. Panorama

**Digimon**

Unimon  
Mamemon  
Vademon

**Facilities**

Toilet

**Enemy Digimon Data**

Day	Night
Aruraumon	Gotsumon
Gotsumon	Goburimon
Goburimon	MudFrigimon
MudFrigimon	Tsukaimon
Flarerizamon	

You can approach Mt. Panorama from either Native Forest or Drill Tunnel. To find all this area's Digimon, enter from Native Forest (it's quicker). Enter through Drill Tunnel if you're trying to reach Gear Savanna quickly.

**Unimon**

If you've recruited Centarumon, you'll encounter a wounded Unimon in the midst of Mt. Panorama. Give it one of your recovery Items (such as a Recovery Floppy) and it gladly joins your party. The Unimon builds a huge Item Shop that takes the place of the Item Stand.



Help this wounded Unimon!



The Item Shop takes the place of the smaller Item Stand.



# TIP

Unimon's Tool Shop sells the all-important Portable Potty Item. This serves as a toilet while you're on the road and increases the distance that you can travel. It's a must-have for any serious adventurer!

**Mamemon** Rumor has it the requirement to see him is 50+ prosperity points

Mamemon appears randomly—and rarely! After you've collected a large number of Digimon, take a stroll through Mt. Panorama to the plateau overlooking Gear Savanna and see if you can find it.

## Vademon

In the field to the right of where you found Unimon there is a strange impression on the ground. As you continue through the game, you'll find more of these digital "crop circles." Is it the work of the alien Digimon, Vademon, as Shellmon's Bulletin Board suggests? Try to catch the culprit in the act and find out!

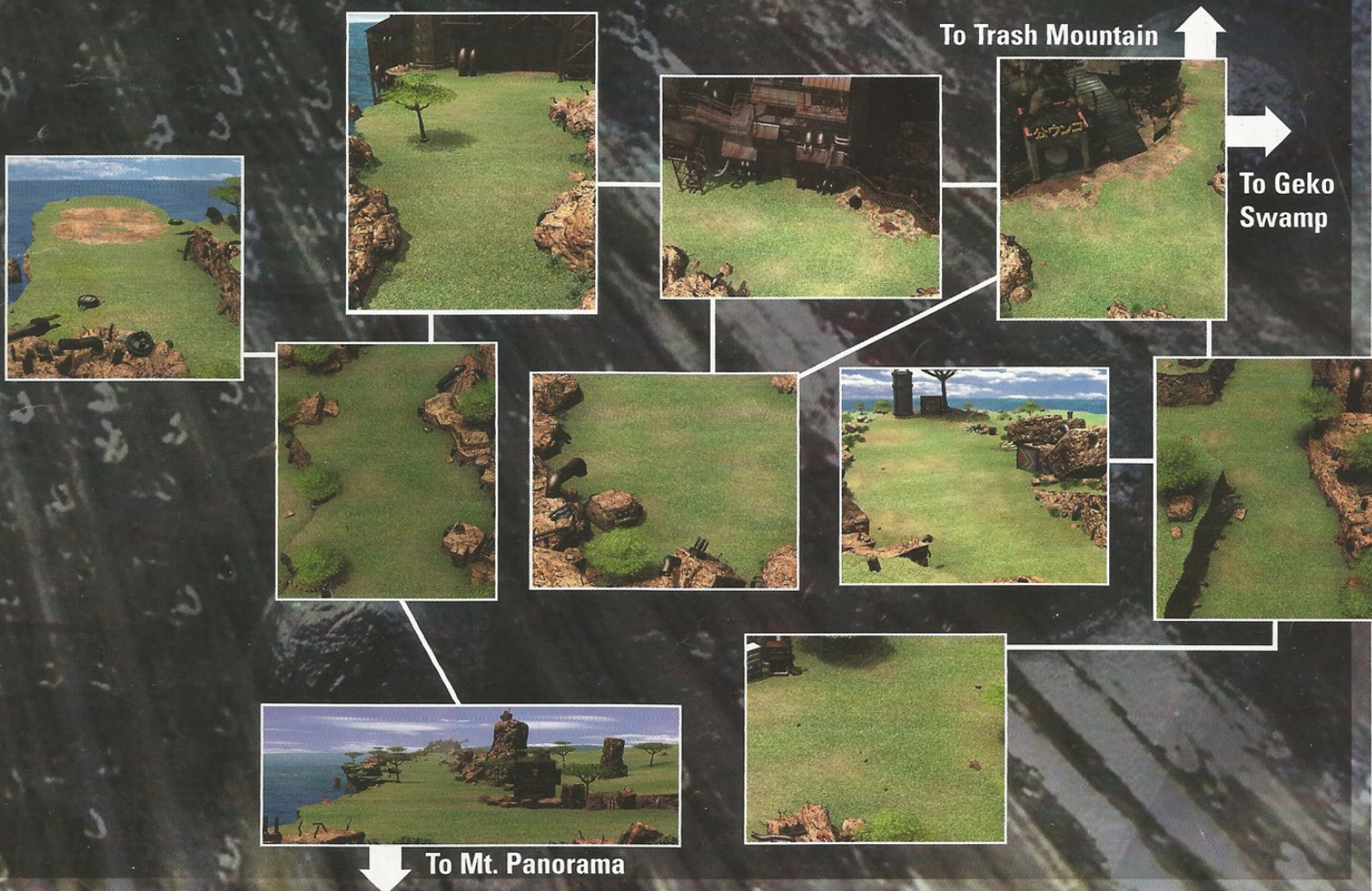


The tiny Mamemon's appearance is heralded by the lack of other enemies!



Wow! Where did all these digital crop circles come from?

## Gear Savanna





## Digimon

Elecmon  
 Patamon  
 Biyomon  
 Leomon

## Facilities

Toilet  
 Vending Machine  
 Training (increases Offensive Power/Max HP and Speed/Max HP)  
 Card and Recycling Shop (appears only on days 1-15 of each year)

## Enemy Digimon Data

Day	Night
ShimaUrmon	Tsukaimon
Psychemon	NiseDrimogemon
Sharmamon	Sharmamon
Akatorimon	Psychemon

Gear Savanna is an interesting location. First, when you visit the savannah on the first through the 15th of each year, you'll find the mysterious Card and Recycling Shop on the west side of the area. This little shop sells Trading Cards singly and in sets of three and lets you sell your extra cards for Bits. In addition, one of the odd-looking creatures collect the Items you lose—when your Digimon fades away in battle, for example—and sells them back to you. This shop disappears on the 16th of the year, so time your visits accordingly.



If you're an avid card collector, this is the place for you!

## Vending Machine

Item Name	Price
Recovery Floppy	200 Bits
Portable Potty	500 Bits

## Elecmon

Allow the Elecmon to shock you three times (keeping an eye on your Digimon's HP!), and it will join the other Digimon back at File City.



Meeting Elecmon is a shocking experience!



Naturally, Elecmon provides electricity to File City.

## Patamon

In the area near Elecmon, you'll find Patamon. Battle it three times. If you win all three rounds, it will join your group. Patamon joins Unimon at the Item Shop back in File City.



Remember to heal your Digimon after its meeting with Elecmon, or your battle with Patamon will be more difficult.



You need patience to accomplish the tasks required to open this firmly shut door.

Yes, this heavily armored door is supposed to pique your curiosity. However, you won't be able to open it until you've recruited both Andromon and Giromon. Whamon will be glad to take you to the town's rear entrance until then.



## Biyomon

You'll find Biyomon directly south of where you encounter Patamon. Biyomon runs from you every time you approach, so you must ambush it to convince it to join you. Conspire with your Digimon and once you've cornered it, Biyomon's fears disappear and it heads off to File City to join the crew at the Item Shop.



Biyomon is hard to catch unless you and your Digimon work together.

## Leomon

You first encounter the Leomon when you witness the Patamon fleeing from a Goburimon. When your Digimon goes to protect it, a Leomon appears, takes care of everything, and then runs off.



Leomon waits for you at this makeshift Training Facility.



Let Leomon handle this encounter!

### TIP

To find Stone Tablet of the Leomon Tribe, talk to the Drimogemon on the third floor of Drill Tunnel (the passage to the far south) when File City has a Prosperity rating of 45 or higher. This valuable family antique has been found in the tunnels. Retrieve it and return to give the Leomon the good news.



Stone Tablet of the Leomon Tribe is found in the room beyond.

## Character Event!

If you've collected all the Digimon listed so far (and if the Town's Prosperity rating is 15 or more), you should find a surprise waiting for you back at File City. Enter Jijimon's House, talk to Jijimon, and, when you leave, you'll encounter Greymon waiting outside. If you can defeat it (and with close to 5000 HP, that will be tough!), Greymon joins your crew and opens a Battle Arena.



Greymon wants to battle you for the right to open a Battle Arena. Good Luck against this tough competitor!



Even if you lose a tournament in the Battle Arena, you stand a good chance of walking away with an awesome Item. Getting Greymon early in the game is a good way to increase your inventory.



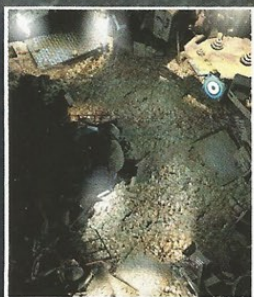
The training areas here resemble those in Green Gym.

## New Training Areas

The Leomon's waiting area features two training opportunities. Savanna Course increases your Digimon's Speed and Max HP; the Striking Special raises its Offensive Power and Max HP.



# Trash Mountain



**Digimon**  
Sukamon

**Facilities**  
Training (increases MP)

Enemy	Digimon	Data
Day	Night	
Psychemon	Psychemon	
Geremon	Geremon	

## The Fishing Rod!

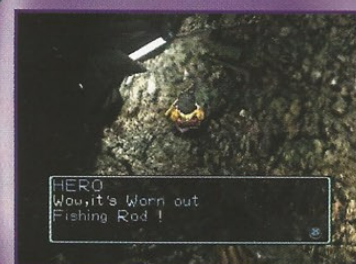
At the entrance to the Dust Kingdom in Trash Mountain, you'll find a handy Worn Out Fishing Rod. Grab it and use it to fish at Dragon Eye Lake.



To Gear Savanna

## Sukamon

The secret to recruiting a Sukamon is to talk to the one near the training area *first*! If you fail to do that, you'll lose out on recruiting a Sukamon for the rest of the game! Once recruited, the Sukamon travels to File Town, where it does little but hang out at the Toilet.



Don't overlook this important implement!



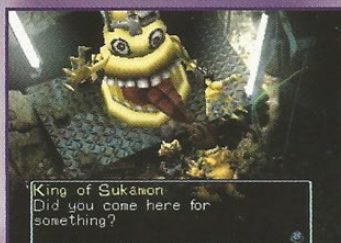
Talk to this Sukamon first if you want to send a Sukamon back to File Town.

## Training Area in the Dust Kingdom

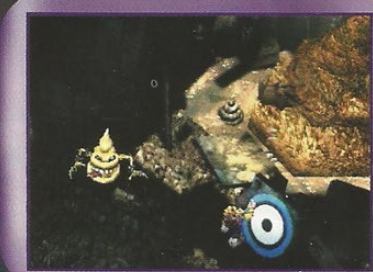
Basically, this training area is identical to the waterfall area in Green Gym. Your Digimon sits in the pile of poop and its MP rises dramatically.

## The Sukamon King

If your Digimon has been turned into a Sukamon, take it to the Sukamon King, who'll change it back for you! If you're having a hard time taking care of your Digimon's potty needs, this can be a lifesaver!



You can only hope you won't need the Sukamon King's services.



Who'd have thought that sitting in a pile of poop would have such benefits?



# WORLD

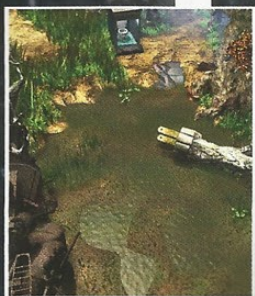
## Geko Swamp

**Digimon**  
Gekomon

**Facilities**  
Toilet

**Enemy Digimon Data**  
Day: Yanmamon  
Night: Gekomon

↑ To Misty Trees



↓ To Gear Savanna

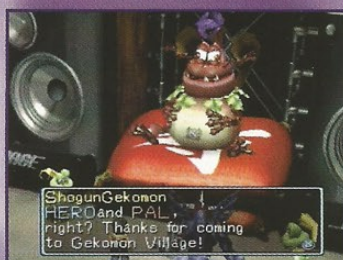
### Meeting with the ShogunGekomon

The goal of this area is to gain an audience with the strange ShogunGekomon. To do this, first you must defeat the Otamamon which appears every once in a while in the second area of the swamp. You have a 30% chance of seeing the Otamamon, so enter the swamp prepared for battle.



You must meet this dreadful creature to progress through this section.

After you defeat the Otamamon, a tribe of Gekomon accosts you and leads you to Gekomon Village.

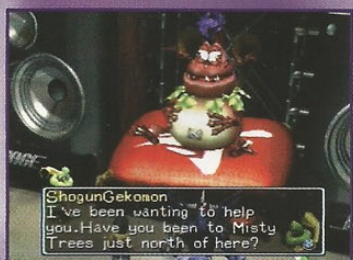


Home of the Gekomon.

There you'll meet with the ShogunGekomon, who tells you about Cherrymon, in the Misty Trees area. ShogunGekomon also performs a charm that allows you to pass through the thick mist in Misty Trees. You must visit this Digimon before entering Misty Trees or the fog will be too thick for you to pass through.

### Gekomon

Before you leave, talk to the Gekomon in the chamber and one will join the city's Arena. What it does there is unclear ...



ShogunGekomon is pretty jolly, and seems to be on your side.



This Gekomon joins your crew, but never really shows up ...

### ShogunGekomon's Special Shop

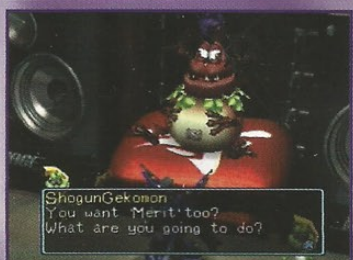
If you've been diligently collecting Trading Cards, the ShogunGekomon has a surprise for you. When you visit it after your initial meeting, you'll find it runs a card shop of its own. You can trade your extra cards for special points you can trade later for cool items, many extremely rare. Be sure to check it out!

#### Card Points

Rank	Point Value
S Rank	100
A Rank	30
B Rank	10
C Rank	5
D Rank	1

#### Rarities for Sale

Item Name	Price
Super Recovery Floppy	20 Points
Super Restore Floppy	100 Points
Offense Chip	800 Points
Defense Chip	800 Points
Brain Chip	800 Points
HP Chip	800 Points
MP Chip	800 Points
Speed Chip	800 Points
Rainbowhorn	500 Points
Red Shell	500 Points
Hard Scale	500 Points
Water Bottle	500 Points
Ice Crystal	500 Points
Amazing Rod	300 Points



Visit ShogunGekomon later to exchange your Trading Cards for rare goods.



# Misty Trees



## Digimon

Cockatrimon  
Gabumon

## Facilities

Training (increases  
Brains/Max HP)

## Enemy Digimon Data

Day	Night
MoriShellmon	Darkrizamon
Fugamon	Tsukaimon
Goburimon	Goburimon
	Fugamon
	Saberdramon

To navigate through the dense fog of Misty Trees you first must talk to the ShogunGekomon in Geko Swamp (see the preceding section). The charm that Digimon performs makes it possible to get through the mist to Cherrymon.

## Cherrymon and the Mist

You'll find Cherrymon in the darkest corner of the Misty Trees area. Cherrymon is a big tree, so even in the fog you can't miss it. Talk to it and Cherrymon causes the mist to disappear. Cherrymon also moves to unblock the entrance to the strange Toy Town.



Find Cherrymon and the mist goes away.



Talk to Cherrymon again and you can train with it. Cherrymon increases Brains and Max MP



## Gabumon

For a Rookie-form Digimon, Gabumon can be quite difficult to defeat. You'll find it on the bluff left of the entrance to Misty Trees. Defeat it in battle and it will hang out in the Treasure Hunt Shop.



Believe it or not, this little Gabumon is a tough opponent.

## Kokatorimon

Visit a certain place in the Misty Trees area in the early morning (4:00 to 6:59) and Kokatorimon appears. Defeat it and it joins your crew back in File Town.



Kokatorimon appears here in the early morning.



Kokatorimon is the one responsible for this little statue.

## Toy Town and Monzaemon

After you've spoken with Cherrymon you can enter Toy Town. This strange, toy-filled land is home to the very shy Monzaemon. To recruit this Digimon you must first figure out the puzzle of the costume. Bring along a slippery Digimon (like, say, a Numemon?) and see what happens!



Wonder what would happen if you had a Digimon that could wear this costume?

## Ancient Dino Region

**Digimon**  
Tyrannomon

**Facilities**  
Toilet  
Vending Machine

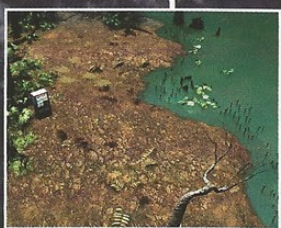
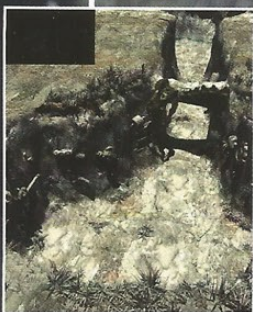
You enter Ancient Dino Region through Mangrove Region and the area where you recruited Centarumon. If you feel up to it (or, rather, if your Partner Digimon does), you should tackle this area after clearing Mangrove Region. If you're running low on supplies, however, be sure to run back to town first and restock your inventory.

Enemy	Digimon	Data
Day	Night	
Vermilimon	Yanmamon	
Yanmamon	Vermilimon	
Gotsumon	Gotsumon	
Saberdramon	Darkrizamon	

### NOTE

The Vending Machine in Ancient Dino Region isn't very reliable. If you put 200 Bits into it, you may get a piece of Meat or a Recovery Floppy.





## Tyrannomon Battle!

When you enter Ancient Dino Region for the first time, a Tyrannomon confronts you. Battle it and, should you win, it will give you some interesting information about the Dino Region before leaving.



You must defeat the Tyrannomon before you can go any farther.

## The Express Time Zone

Walk through the "Glacial Time Zone" and you'll meet up with the Tyrannomon again—outside the "Speedy Time Zone" entrance. (In the Speedy Time Zone, time flows twice as fast; hence its name.) The Tyrannomon won't let you pass unless you do it a favor. Your job here is to find out about a meteorite that once fell into the Dino Regions.



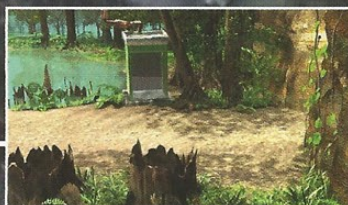
We meet again!

Your search for the meteorite takes you to a Saberdramon inside the Speedy Time Zone area. It may seem like every other Saberdramon in this area, but after you defeat it, it tells you where to find a certain hidden path. Down this path you'll find the meteorite.



This Saberdramon puts up quite a fight. Be sure your Digimon is adequately equipped

Search for the meteorite down the well-hidden path. This turns out to be another Digimon you must battle, so be sure to rest or completely heal your Partner Digimon before you approach it.



To  
Amida Forest





The rock-shaped Meteormon dwells down this path to the left.



The Master of Tyranno helps you convince Tyrannomon to return to the city.

## Mission Complete

After you defeat the Meteormon, head back to the Tyrannomon and convince it to join your party. Tyrannomon travels to File Town, where it's employed at the Restaurant! The good news: you don't have to return to the Ancient Dino Region once you recruit the Tyrannomon.



Tyrannomon cooks up fun food like Jurassic Burgers!

## Overdell



**Digimon**  
Bakemon  
SkullGreymon

**Facilities**  
Toilet (in Gray Lord's Mansion)

Enemy	Digimon	Data
Day	Night	
Tsukaimon	Tsukaimon	
Soulmon	Soulmon	
Darkrizamon	Darkrizamon	



To Great Canyon

To Tropical Jungle





## The Guarded Gate

Before you can enter Overdell and the Gray Lord's Mansion, you must first dispatch the entrance guards. This is a pretty easy battle, which is fortunate, because you can't bypass it easily.



Once recruited, Bakemon travels to File City, where it haunts the fountain.

## Bakemon

Bakemon, the ghost Digimon, is easy to recruit. You need only answer its questions correctly. If you're uncertain how to respond, try answering "Yes, Yes, No."



This is one of many battles that is hard to refuse!

## The Gray Lord's Mansion

The Gray Lord's Mansion is one of the few "dungeon" like areas in Digimon World. It is also an area that will take time and patience to clear completely.

**TIP**

Can't get into the Mansion? Here's the trick! You must have a Virus-Type Partner Digimon with you for the door to open.

## The Mansion Key



Check out the fireplace to find the key.

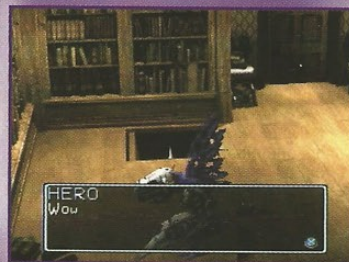
Inside, you won't get far without the Mansion Key. On the first floor you'll find a single door (to the right of the stairs). Enter that room and travel west to the formal dining room. The glitter in the fireplace is a clue: the Mansion Key is hidden there!

## The Refrigerator Key

Remember the Refrigerator in the room between the bathroom and the dining room? You must open that next.

With the Mansion Key, you can explore the Mansion a little more thoroughly. Beware the Mansion's many traps and treasures.

Head back toward the bathroom and enter the room to the right. Climb the stairs to a room that looks like a computer motherboard. Use care when you walk across the grate in the room's lower-right corner; you might fall through!



Browsing in the Library can be hazardous.





Actually, falling through this hole is a good thing.

Somehow, you end up in a deserted office. Enter the room opposite the desk and examine the coffin on the bed.



Examining the bed causes a door to open.

This triggers a mechanism that opens a secret door. Follow the path down and talk to the vampire-type creature, Myotismon, who lies on the floor. It needs Meat from the Refrigerator, and it gives you the key.



Myotismon is in bad shape without Steak.

## The Meat Hunt

When you get to the fridge, you discover the Meat is missing. Someone's taken it! Exit the Mansion and you'll find the Steak on the front walk. Grab it and head back to the secret room!



The Meat shows up on the front stoop!

Once Myotismon recovers its strength (dig the big banquet), it talks about getting back to its research. Hmm, could that have something to do with the sealed door to the right of the entrance ...? Remember, you still have SkullGreymon to find.



Open this door to learn the Mansion's secret!

## Great Canyon

### Digimon

Monochromon  
Birdramon  
Shellmon  
Nanimon

### Facilities

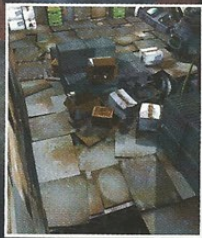
Toilet

### Enemy Digimon Data

Day	Night
Goburimon	Gotsumon
Gotsumon	Gururumon
SandYanmamon	Weedmon
Weedmon	Goburimon
Muchomon	

Like Ancient Dino Region, Great Canyon is another busy place with lots of challenges. Unlike Ancient Dino Region, you'll find many Digimon to add to File City. Explore all the areas in Great Canyon at *least* once!





Elevator to Great Canyon



Ogre's Fortress



To Great Canyon (Bottom Area)

## Bottom Area of Canyon

To Ogre's Fortress



To Overdell



## Top Area of Canyon



To Tropical Jungle

## The Secret Path

The first time you reach the Great Canyon entrance, you'll reach a dead end. However, if you talk to Yuramon, it tells you about the unseen path over the gap to the canyon. Return to the entrance, walk to the straight section of the cliff, and continue walking out into nothingness. A scattering of dirt and pebbles reveals the pathway to Great Canyon.

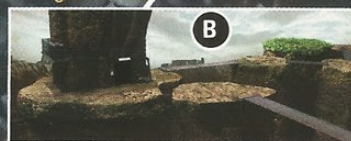


You must make a leap of faith before you can pass over to Great Canyon.

To Freezeland



B Elevator goes down



At C, rocks give way. Party falls to lower level



Elevator goes up and down

## Monochromon's Shop Challenge

The first Digimon you encounter in Great Canyon is the Monochromon that runs an Item Shop next to the Toilet. This Digimon sells tools and other items to the canyon's inhabitants, and makes quite a good living at it. If you can make it enough money, this Monochromon may take its wares to File City and the Tool Shop there.

To win Monochromon's respect, you must sell 3,072 Bits' worth of merchandise to the customers who visit this shop. You can offer them the goods they want at the regular price, or set one higher or lower. You'll want to try to squeeze as much money out of the customers as you can without upsetting them. The thought balloons that appear above their heads provide clues to their willingness to pay your prices.



Accept the challenge and try to sell 3,072 Bits' worth of merchandise to Monochromon's savvy customers.

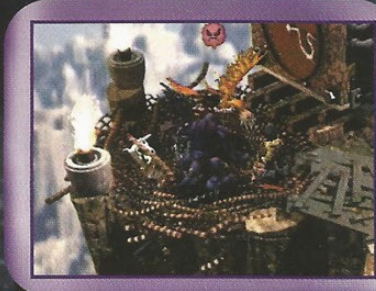


## Birdramon's Nest

When you reach the heart of Great Canyon, you'll find a system of elevators that don't want to go down. Fortunately, to find Birdramon, you need to go up. Take the elevator to Birdramon's nest. When you explore the area, Birdramon rushes home to meet you. Defeat Birdramon in battle and it will fly to File City and open a shipping service. Then, for a price, you can use Birdramon to fly almost anywhere on the World Map.



Take this elevator all the way to the top.



Birdramon isn't happy to have visitors.



If you have enough Bits, Birdramon will carry you to faraway locations in a blink of an eye.

## Ogre's Fortress

Back in File City, talk to Yuramon to learn of rumors that a band of brigands is terrorizing Great Canyon. Take the path to the right of the first butte past Monochromon's Shop, and you may encounter Ogremon and its band of Agumons. Defeat them and they'll flee to their hideout deep within the canyon.



Meet the Ogremon and its merry band of Agumons. Chasing them soon becomes a way of life.

Because the elevators won't go down, you'll need to find another way to reach the canyon floor. Try exploring the path (once roped off) left of that first butte and you'll be in for a big surprise. (If nothing happens the first time, walk around that area a second time.)



Explore this area and you'll find yourself on unstable ground!

On the canyon floor (don't worry, the fall won't hurt much), explore the area to the west before you try to use the elevator.



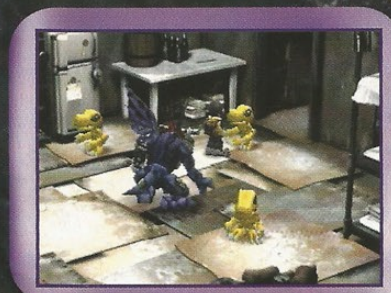
Ouch!



The entrance to Ogre's Fortress.

Ogre's Agumon friends guard the entrance to Ogre's Fortress. If you've fought them before, they run away in fright. If you found this area without first fighting Ogremon and friends, they won't move a muscle.

Inside the fortress, you must fight Ogremon's followers until you reach the final room. Most of them are easy to defeat. There are just so many!



The fearsome Agumon formation!

In the final room (the one with the elevator), you'll find the Agumon and its friends eating. Defeat them and they'll take off for more northerly climes.





Be sure to heal your Digimon before you reach this point!

After you liberate the fort, it remains all but deserted. Still, it's worthwhile to check around for new rooms and PCs.



After you fight the OGREMON and its cronies near the elevator, a new room opens up.

## Shellmon

When OGREMON takes off, follow it. Take the elevator in the fortress to the bridge section, and then start crossing! Near the end of the run, you'll hear a voice from above. OGREMON's use of the outside elevator has caused the buttes to rise slightly, and now a Digimon is stuck.



A Digimon is in trouble!

To help Shellmon, return to the elevator you just used and descend to OGRE's Fortress. Then leave the fortress and return to the canyon's main level via the outside elevator (the one you took to Birdramon's nest).



Take this elevator down to OGRE's Fortress and another back up to the canyon's main level.



At the main level, the buttes should be back in their original position. From the elevator, take the left path to the Great Canyon-Freeze Land intersection. Slide past the enemies at the heater and over to the canyon's second entrance. Back in Great Canyon, you should find Shellmon waiting to thank you.



Enter Great Canyon through this entrance to find Shellmon waiting for you!



Shellmon  
You saved me!



Shellmon erects a Bulletin Board back in File City.

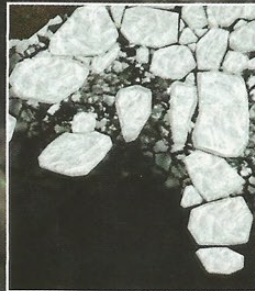
## Nanimon

Once you've liberated the fort and chased OGREMON from the Secret Beach Cave off the shores of Freezeland, check the elevator room periodically for visitors. Specifically, watch for the tiny Nanimon. Find it, and it gives you the Dimensional Keychain for your inventory. Now you can carry twice as many items!



Nanimon hangs out in this room.





## To Great Canyon



**Digimon**

Garurumon  
Frigimon  
Mojyamon  
Penguinmon  
Whamon  
Angemon

**Facilities**

Toilet

**Enemy Digimon Data****Day**

SnowAgumon  
SnowGoburimon  
Hyogamon

**Night**

SnowGoburimon  
Hyogamon  
IceDevimon

Digimon World's coldest place, Freezeland is so cold that prolonged exposure to the weather there makes some Digimon ill. The good news is there's help nearby in the form of a living snowman.

**Frigimon**

To recruit Frigimon, you must transport an ill Digimon to this area, or bring along a Digimon vulnerable to cold weather. Choose a Digimon from the list in the sidebar "Digimon Weakened by Cold Weather," and then hang around Freezeland for about 10 hours, until the Digimon develops a cold. (A hypodermic-syringe thought balloon will appear.) When your Digimon faints from the flu, Frigimon will step in to heal it.

**Digimon Weakened by Cold Weather**

Agumon  
Greymon  
Tyrannomon  
Meramon  
Monochromon  
Kunemon  
Kuwagamon  
Kabuterimon  
All Baby and In-Training forms.



When your Digimon gets sick, Frigimon comes along to heal it.



After Frigimon heals your sick Digimon, it asks you to bring along a more durable Digimon next time. When you've managed to raise an illness-resistant Digimon, return to Frigimon's house and it will join your crew in File City.



Frigimon serves delicious desserts and stuff in the Restaurant.



Defeat the Garurumon twice to recruit it.

**Garurumon**

Near Frigimon's house at the Freezeland-Misty Trees border, you'll spot a Garurumon looking for a fight. Battle it once and it challenges you to another duel at the same time the following day. Defeat it again and Garurumon joins the staff of File City's Restaurant.

**Penguinmon**

The Penguinmon is easy to spot hanging outside its cave. When you talk to it, it challenges you to a game of curling. If you defeat it, Penguinmon joins your crew and sets up a Curling Rink for all to play in. If you lose, Penguinmon requires that you pay him a fish for another match. If you've never played curling before, be sure to pay attention to Penguinmon's instructions.



The enigmatic Penguinmon is difficult to beat!



You can trade your Medium Recovery Floppy disks to the first Moiyamon to trigger an infinite money cycle as you can sell what he gives you for a profit. Useful to avoid grinding infinity mountain for bits.

## Moiyamon

A small tribe of Moiyamon lives south of Penguinmon's cave. Moiyamon are known for their trading skills, and to recruit one you must play their trading game. Each of the three Moiyamon has a list of three Items it will trade for. Bring the desired Items and the last one you trade with will join the staff of the Secret Tool Shop.

### CAUTION

You may be wondering what happens once you've completed the trading game? The final

Moiyamon that you trade with goes to the city while the other two remain in their igloos and continue trading Items with you. Choose your final trading buddy carefully, making sure that it is the one with the Items you need the least!

### Moiyamon Items

#### Moiyamon 1

Omnipotent Floppy  
Medium Recovery Floppy  
Digital Anchovy

#### Moiyamon 2

Giant Meat  
Digital Trout  
Speed Disk

#### Moiyamon 3

Digital Mushroom  
Super Carrot  
Happy Mushroom

### TIP

Trading with Moiyamon #3 gets you the hard-to-find Hair Grower. This Item allows you to automatically change a Rookie Digimon into a Moiyamon!

## Whamon

After you defeat the OGREmon and its gang at Ogre's Fortress, they head off to Freezeland. When you explore Freezeland, you'll come to an icy lakeshore west of the Moiyamon's huts. If you visit this area before your confrontation with the OGREmon in the Great Canyon area, you'll come to a dead end. Visit after you send OGREmon packing, and a displaced Whamon will be waiting there to help you.

When you climb on the Whamon's back, it takes you to a mysterious beach shore where OGREmon waits with reinforcements. When you defeat its crew, the OGREmon makes another run for it. On the upside, though, the Whamon now joins your crew permanently! Return to File City to find a new mode of transport.



You reach the deserted lakeshore and find Whamon.



The OGREmon's new hideout.



The Whamon takes you to two destinations—Factorial Town and Freezeland Hideout.

As for the OGREmon and its crew, eventually they make their way to Drill Tunnel and take it over! If you defeat them there, the OGREmon will join your crew. Check back at the old Freezeland Hideout after you clear Mt. Infinity twice and you'll find a PC with an interesting surprise.



Ogre's Tunnel!?!



This mysterious egg turns Digimon into something powerful.



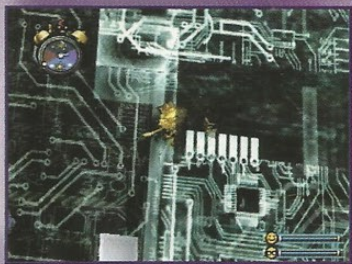
## Angemon and the Ice Sanctuary

To enter Ice Sanctuary, you must have a Vaccine-Type Partner Digimon. All other Types are banned from this pristine chapel. Inside you'll find an icy statue of an Angemon. Check out the blocks of ice in front of the statue to uncover a secret door.

Enter the sanctuary's basement, a maze of icy walls and fierce creatures. To get around here, you must use the diamond-shaped transporters (and your sharp eyes) to find a secret passage in the main hall, and that's tough at the beginning. Take care which teleporters you use, too, because some will send you back to the start of this area.



Aha! A secret door!



Can you see the hallway in this icy passage?



Choose your teleporter well in this room! Three of the four will send you back to run the gauntlet again.

At the end of this maze, you'll enter a room where the Angemon awaits you. Defeat its protectors, and then the Angemon itself, and it will travel to File City as Jijimon's advisor.



With Angemon comes a change in Jijimon's dwelling.

## Mt. Infinity

### Digimon

Devimon  
MetalGreymon  
Megadramon  
Digitamamon

### Facilities

N/A

Mt. Infinity is the game's final area. You may enter it when the door (once concealed by the waterfall at the North end of the City) opens. This event occurs only once File City's Prosperity Rating reaches 50 or higher. Check back with Jijimon until this happens.



Jijimon gives you the good news about your final task!



The door to Mt. Infinity revealed!



Airdramon has but one goal in mind—defeating you!

## Airdramon

Before you can even think about checking out this new File City area, you come under attack by the flying, dragon-like Airdramon. After it knocks about 1000 HP off your Partner Digimon, it attacks.

After defeating Airdramon, it becomes clear that this angry Digimon has undergone some sort of brain washing and is quite ill. To save Airdramon's life and File Island, you must defeat the final boss soon!



After tucking Airdramon into bed, it's time to go and attack Mt. Infinity.



## Tips and Tricks for Surviving Mt. Infinity

Mt. Infinity is Digimon World's toughest region. Be sure your Digimon's stats are as close to maxed out as possible before you enter. Most of the bosses here have HP in the 7000-9999 range and are extremely tough to beat. Also be sure to fill your inventory with as many HP- and MP-type Floppies as you can afford! Portable Potties are also a must!



The floors of Mt. Infinity have one entrance (marked in red) and one exit (marked in green). The creatures guarding the PCs and entrance/exit warps have varying AI patterns. Some rush to confront you; others patrol an established route or are stationary. Watch them when you can and avoid encounters. Unless you have unlimited HP, MP, and Items, you'll find the going extremely tough if you must battle every creature that comes along.

You encounter the bosses on the final levels, almost one right after another. Floors outlined in yellow or those completely bereft of enemies signal their approach. You'll fight the Devimon first, and then the Megadramon and finally MetalGreymon. Defeat them and they join your crew without fanfare.



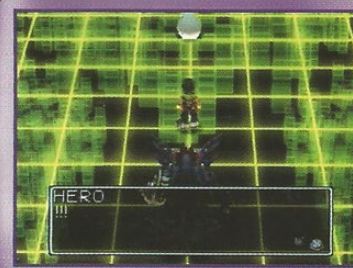
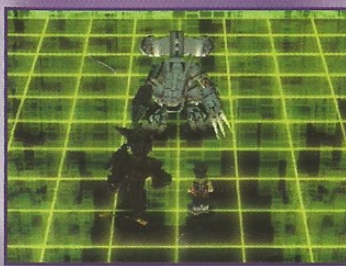
To go up a floor, use the red warps. To go down, use the green ones.



### The three bosses!

But that's not all! At the end of the area you confront your last foe, Analogmon, and the source of the island's problems. Defeat Analogmon's own Partner Digimon to clear the game and start the ending sequence.

Defeat the final boss and get ready for the tearful farewell!!



## A Second Time Through?

If you are serious about recruiting all of the Digimon, you can return to File Island after the game's end and continue exploring. If you are feeling up to it, try tackling Mt. Infinity a second time. A very powerful monster, the offspring of Machinedramon, is said to be found at the very bottom of the dungeon ....



## Game Over?: The Secret Areas

Digimon World is full of secret areas. Some, such as the Ice Sanctuary and Dark Lord's Mansion, we covered in detail. Those less involved in the story are fun to explore as subquests or after you complete the game. We leave the fun of exploring these places to you. The following brief descriptions should whet your appetite.

### Beetle Land

To reach this area, you must fish for the Lake Keeper's Flute, off the shore of Dragon Eye Lake. Use this Item to summon a Seadramon that transports you to the well-hidden Beetle Land.



Beetle Land is home to Insect-Type Digimon. Check out the land's training areas and be sure to talk to the inhabitants. You can learn the Bug Technique here, and recruit the area's Kabuterimon and Kuwagamon. You'll find other things to do here, too, but you must figure them out on your own.



### Factorial Town

After you recruit Whamon, you can travel to the dock side of Factorial Town. There you'll find a Numemon in the sewers and an Andromon in the Computer Room. Giromon is the secret to recruiting those two, but that Digimon is tough to find. Remember, you must recruit both Giromon and Andromon to open the main door to Factorial Town in Gear Savanna! You can recruit MetalMamemon, here, as well.







## Partner

### Digimon Data

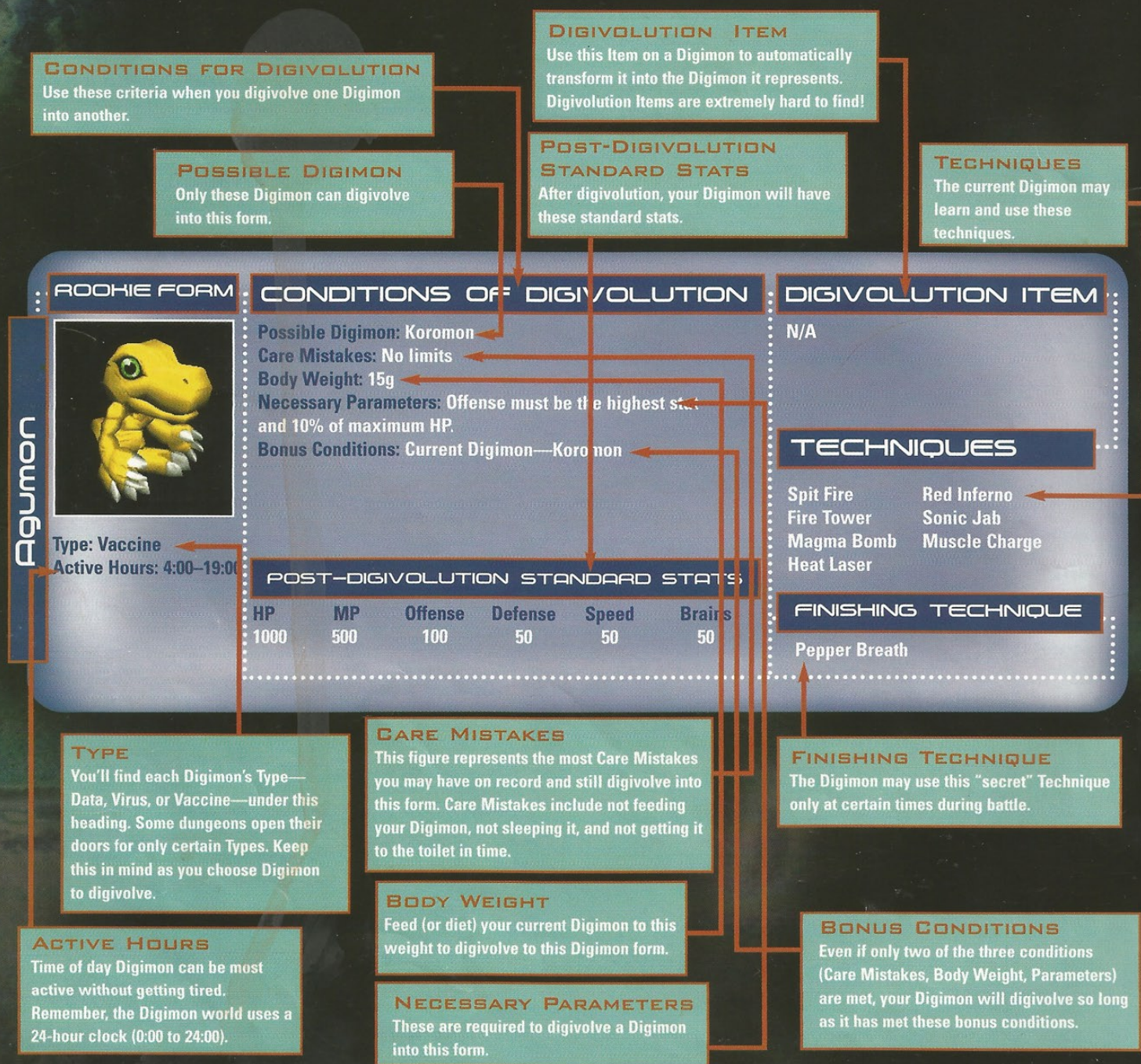
In this chapter you'll meet all the Digimon you can breed and use as Partner Digimon. Whether you want a favorite Digimon from the show or just to acquire them all, consult this chapter to learn how.





# How to Read the Character Data Entries

Use this handy guide as you navigate the Digimon character information that follows.





Version

1

Digimon

## Character Data

BABY FORM



## Botamon

Type: Data

Technique: Bubbles

Digivolves from:



IN-TRAINING FORM



## Koromon

Type: Data

Technique: Bubbles

Digivolves from: Botamon

Agumon

## ROOKIE FORM



Type: Vaccine

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Koromon

Care Mistakes: No limits

Body Weight: 15g

Necessary Parameters: Offense must be the highest stat and 10% of maximum HP.

Bonus Conditions: Current Digimon—Koromon

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Spit Fire

Fire Tower

Magma Bomb

Heat Laser

Red Inferno

Sonic Jab

Muscle Charge

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1000	500	100	50	50	50

## FINISHING TECHNIQUE

Pepper Breath

Betamon

## ROOKIE FORM



Type: Virus

Active Hours: 7:00–22:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Tanemon

Care Mistakes: No limits

Body Weight: 15g

Necessary Parameters: Defense must be the highest stat and 10% of maximum HP.

Bonus Conditions: Current Digimon—Tanemon

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Static Elect

Electric Cloud

Giga Freeze

Ice Needle

Water Blitz

Winter Blast

Aqua Magic

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1000	500	50	100	50	50

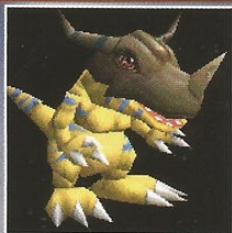
## FINISHING TECHNIQUE

Electric Shock



## Greymon

## CHAMPION FORM



Type: Vaccine  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Agumon  
Care Mistakes: 1 or less  
Body Weight: 30g  
Necessary Parameters: Offense 100; Defense 100; Speed 100;  
Brains 100  
Bonus Conditions: Discipline Gauge: 90%+; Techniques: 35+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	1500	200	200	200	200

## DIGIVOLUTION ITEM

Grey Claws

## TECHNIQUES

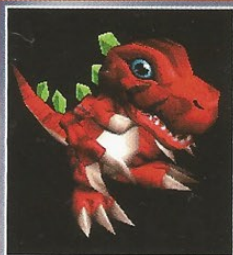
Spit Fire	Dynamite Kick
Fire Tower	Counter
Magma Bomb	Muscle Charge
Prominence Beam	Megalo Spark
Heat Laser	Spinning Shot
Red Inferno	
Meltdown	

## FINISHING TECHNIQUE

Mega Flame

## Tyrannomon

## CHAMPION FORM



Type: Data  
Active Hours: 11:00–2:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Agumon, Gabumon, Patamon  
Care Mistakes: 5 or less  
Body Weight: 30g  
Necessary Parameters: HP 1000; Defense 100  
Bonus Conditions: Battles: 5 or less; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	1500	150	200	150	150

## DIGIVOLUTION ITEM

White Fang

## TECHNIQUES

Spit Fire	Buster Dive
Prominence Beam	Tremor
Red Inferno	War Cry
Sonic Jab	Muscle Charge
Dynamite Kick	
Megaton Punch	

## FINISHING TECHNIQUE

Blaze Blast

## Devimon

## CHAMPION FORM



Type: Virus  
Active Hours: 16:00–7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Angemon  
Special Digivolutions: The Angemon form has a 50% chance of digivolving into Devimon when its Discipline Gauge is below 50% and it loses a battle.

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
—	—	—	—	—	—

## DIGIVOLUTION ITEM

Black Wings

## TECHNIQUES

Sonic Jab	Electric Cloud
Dynamite Kick	Spinning Shot
Megaton Punch	Thunder Bolt
Counter	Giga Freeze
War Cry	Ice Statue
Muscle Charge	
Megalo Spark	

## FINISHING TECHNIQUE

Death Claw



Meramon

## CHAMPION FORM



Type: Data  
Active Hours: 16:00–7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Agumon  
Care Mistakes: 5+  
Body Weight: 20g  
Necessary Parameters: Offense 100  
Bonus Conditions: Battles: 10+; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1000	1500	250	150	150	150

## DIGIVOLUTION ITEM

Fireball

## TECHNIQUES

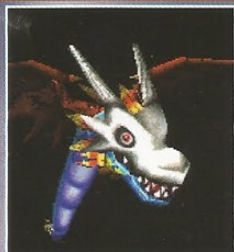
Spit Fire	Infinity Burn
Fire Tower	Dynamite Kick
Magma Bomb	Counter
Prominence Beam	War Cry
Heat Laser	
Red Inferno	

## FINISHING TECHNIQUE

Fireball

Airdramon

## CHAMPION FORM



Type: Vaccine  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Biyomon  
Care Mistakes: 1 or less  
Body Weight: 30g  
Necessary Parameters: MP 1000; Speed 100; Brains 100  
Bonus Conditions: Discipline Gauge: 90%; Techniques: 35+  
Special Digivolutions: A 30% chance exists of digivolving from Birdramon or Seadramon when the Digimon sleeps when its Discipline Gauge is at 100%, Happiness Gauge at 100%, and Tiredness is at zero.

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	2000	150	150	200	200

## DIGIVOLUTION ITEM

Rainbowhorn

## TECHNIQUES

Spit Fire	Wind Cutter
Prominence Beam	Spinning Shot
Heat Laser	Confusion Storm
Static Elect	Hurricane
Megalo Spark	
Electric Cloud	

## FINISHING TECHNIQUE

Spinning Needle

Seadramon

## CHAMPION FORM



Type: Data  
Active Hours: 7:00–22:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Betamon  
Care Mistakes: 3+  
Body Weight: 30g  
Necessary Parameters: HP 1000, MP 1000  
Bonus Conditions: Battles: 5 or less; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	2000	150	150	100	150

## DIGIVOLUTION ITEM

Water Bottle

## TECHNIQUES

Spit Fire	Ice Needle
Magma Bomb	Water Blitz
Stinger	Winter Blast
Charm Perfume	Aqua Magic
Poison Powder	
Tear Drop	
Giga Freeze	

## FINISHING TECHNIQUE

Ice Blast



Numemon

## CHAMPION FORM



Type: Virus

Active Hours: 7:00–22:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: All Rookie forms

Special Digivolutions: When the Digivolution period ends, your Digimon will digivolve into this form if it has met no other Digivolution conditions.

## POST-DIGIVOLUTION STANDARD STATS

HP MP Offense Defense Speed Brains

— — — — — —

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Horizontal Kick  
Skunk Spray  
Quick Poop Throw  
Giant Poop Throw  
Random Poop Throw  
Quick Random Poop Throw  
Giant Random Poop Throw  
Ultimate Poop Bomb

## FINISHING TECHNIQUE

Poop

MetalGreymon

## ULTIMATE FORM



Type: Virus

Active Hours: 7:00–22:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Greymon, Monochromon, Meramon, Tyrannomon, Drimogemon

Care Mistakes: 10 or less

Body Weight: 65g

Necessary Parameters: HP 4000; MP 3000; Offense 500; Defense 500; Speed 300; Brains 300

Bonus Conditions: Battles: 30+; Techniques: 30+

## POST-DIGIVOLUTION STANDARD STATS

HP MP Offense Defense Speed Brains

5000 5000 500 500 500 500

## DIGIVOLUTION ITEM

Metal Parts

## TECHNIQUES

Heat Laser Delete Program  
Infinity Burn Pulse Laser  
Meltdown Devolve Program  
Megaton Punch Metal Splinter  
Buster Dive Mega Range Beam  
Tremor DG Dimension  
Power Crane Full Power

## FINISHING TECHNIQUE

Giga Scissor Claw

Mememon

## ULTIMATE FORM



Type: Data

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Leomon, Ninjamon, Frigimon, Whamon, Mojaymon

Care Mistakes: 15+

Body Weight: 5g

Necessary Parameters: Offense 400; Defense 300; Speed 300; Brains 400

Bonus Conditions: Happiness Gauge: 95%+; Techniques: 25+

## POST-DIGIVOLUTION STANDARD STATS

HP MP Offense Defense Speed Brains

3000 3000 600 500 500 600

## DIGIVOLUTION ITEM

Silver Ball

## TECHNIQUES

Sonic Jab Muscle Charge  
Dynamite Kick Power Crane  
Megaton Punch Pulse Laser  
Counter Devolve Program  
Buster Dive Metal Splinter  
Tremor Full Power  
War Cry

## FINISHING TECHNIQUE

Smiley Bomb



## ULTIMATE FORM



Type: Vaccine

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Numemon

Care Mistakes: 0

Body Weight: 40g

Necessary Parameters: HP 3000; MP 3000; Offense 300; Defense 300; Speed 300; Brains 300

Bonus Conditions: Battles: 50+; Techniques: 49+

## DIGIVOLUTION ITEM

X Bandage

## TECHNIQUES

Sonic Jab  
Dynamite Kick  
Megaton Punch  
Counter  
Buster Dive  
Tremor  
War Cry

Muscle Charge  
Static Elect  
Megalo Spark  
Electric Cloud  
Thunder Bolt  
Confusion Storm

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
5000	5000	500	500	500	500

## FINISHING TECHNIQUE

Lovely Attack

Version

2

Digimon

## Character Data

BABY FORM



## Punimon

Type: Data

Technique: Bubbles

Digivolves from:



IN-TRAINING FORM



## Tsunomon

Type: Data

Technique: Bubbles

Digivolves from: Punimon

## ROOKIE FORM



Type: Data

Active Hours: 7:00–22:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Koromon

Care Mistakes: No limits

Body Weight: 15g

Necessary Parameters: Defense or Speed stat must be highest.

Bonus Conditions: Current Digimon—Koromon

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Fire Tower  
Heat Laser  
Sonic Jab  
Dynamite Kick

Megaton Punch  
Tremor  
War Cry

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
500	500	50	100	100	50

## FINISHING TECHNIQUE

Blue Blaster



## ROOKIE FORM



Type: Data  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Tsunomon  
Care Mistakes: No limits  
Body Weight: 15g  
Necessary Parameters: Offense or Speed must be the highest stat.  
Bonus Conditions: Current Digimon—Tsunomon

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Dynamite Kick  
Counter  
Muscle Charge  
Static Elect

Megalo Spark  
Electric Cloud  
Wind Cutter

## FINISHING TECHNIQUE

Super Thunder Strike

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
500	500	100	50	100	50

## CHAMPION FORM



Type: Vaccine  
Active Hours: 19:00–10:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Biyomon, Kunemon  
Care Mistakes: 1 or less  
Body Weight: 30g  
Necessary Parameters: HP 1000; Offense 100; Defense 100; Speed 100  
Bonus Conditions: Current Digimon—Kunemon; Techniques: 35+

## DIGIVOLUTION ITEM

Horn Helmet

## TECHNIQUES

Spit Fire  
Prominence Beam  
Red Inferno  
Wind Cutter  
Hurricane  
Poison Claw

Stinger  
Green Trap  
Charm Perfume  
Poison Powder  
Moss Shield

## FINISHING TECHNIQUE

Electro Shocker

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	1500	200	200	200	100

## CHAMPION FORM



Type: Vaccine  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Gabumon, Penguinmon  
Care Mistakes: 1 or less  
Body Weight: 30g  
Necessary Parameters: MP 1000; Speed 100  
Bonus Conditions: Discipline Gauge: 90%+; Techniques: 28+

## DIGIVOLUTION ITEM

Blue Crystal

## TECHNIQUES

Spit Fire  
Fire Tower  
Magma Bomb  
Megaton Punch  
Buster Dive  
War Cry

Giga Freeze  
Ice Needle  
Ice Statue  
Winter Blast  
Aqua Magic

## FINISHING TECHNIQUE

Howling Blaster

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	2000	150	150	200	150



Angemon

## CHAMPION FORM



Type: Vaccine

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Patamon, Elecmon

Care Mistakes: 0

Body Weight: 20g

Necessary Abilities: MP 1000; Brains 100

Bonus Conditions: Current Digimon—Patamon; Techniques: 35+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	2000	150	150	150	250

## DIGIVOLUTION ITEM

White Wings

## TECHNIQUES

Dynamite Kick	Wind Cutter
Counter	Spinning Shot
War Cry	Confusion Storm
Static Elect	Hurricane
Megalo Spark	
Electric Cloud	

## FINISHING TECHNIQUE

Fist of Fate

Frigimon

## CHAMPION FORM



Type: Vaccine

Active Hours: 11:00–2:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Penguinmon

Care Mistakes: 5 or less

Body Weight: 30g

Necessary Parameters: MP 1000; Brains 100

Bonus Conditions: Happiness Gauge: 75%+; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	2000	100	150	150	200

## DIGIVOLUTION ITEM

Ice Crystal

## TECHNIQUES

Sonic Jab	Ice Statue
Muscle Charge	Winter Blast
Tear Drop	Aurora Freeze
Giga Freeze	Aqua Magic
Ice Needle	
Water Blitz	

## FINISHING TECHNIQUE

Subzero Ice Punch

Birdramon

## CHAMPION FORM



Type: Vaccine

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Agumon, Biyomon

Care Mistakes: 3+

Body Weight: 20g

Necessary Parameters: Speed 100

Bonus Conditions: Current Digimon—Biyomon; Techniques: 35+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	1500	150	100	250	150

## DIGIVOLUTION ITEM

Flaming Wings

## TECHNIQUES

Spit Fire	Meltdown
Fire Tower	Wind Cutter
Magma Bomb	Spinning Shot
Prominence Beam	Hurricane
Heat Laser	
Red Inferno	

## FINISHING TECHNIQUE

Meteor Wing



## CHAMPION FORM



Type: Vaccine  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Palmon, Betamon, Penguinmon  
Care Mistakes: 3 or less  
Body Weight: 40g  
Necessary Parameters: HP 1000; Brains 100  
Bonus Conditions: Discipline Gauge: 60%+; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2500	1500	100	150	100	200

## DIGIVOLUTION ITEM

North Star

## TECHNIQUES

Charm Perfume	Ice Statue
Poison Powder	Winter Blast
Tear Drop	Aurora Freeze
Giga Freeze	Aqua Magic
Ice Needle	
Water Blitz	

## FINISHING TECHNIQUE

Blasting Spout

## CHAMPION FORM



Type: Virus  
Active Hours: 1:00–16:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Kunemon, Palmon  
Care Mistakes: 5+  
Body Weight: 10g  
Necessary Parameters: MP 1000  
Bonus Conditions: Happiness Gauge: 75%+; Techniques: 21+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	2000	100	150	150	100

## DIGIVOLUTION ITEM

Organic Fertilizer

## TECHNIQUES

Poison Crow	Moss Shield
Stinger	Water Blitz
Green Trap	Aqua Magic
Charm Perfume	
Poison Powder	

## FINISHING TECHNIQUE

Sweet Breath

## ULTIMATE FORM



Type: Virus  
Active Hours: 16:00–7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Greymon, Devimon, Mojayamon, Garurumon, Bakemon  
Care Mistakes: 10+  
Body Weight: 30g  
Necessary Parameters: HP 4000; MP 6000; Offense 400; Defense 400; Speed 200; Brains 500  
Bonus Conditions: Battles: 40+; Techniques: 45+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
5000	5000	600	600	400	400

## DIGIVOLUTION ITEM

Fatal Bone

## TECHNIQUES

Sonic Jab	Muscle Charge
Dynamite Kick	Giga Freeze
Megaton Punch	Ice Statue
Counter	Winter Blast
Buster Dive	Pulse Laser
Tremor	Mega Range Beam
War Cry	

## FINISHING TECHNIQUE

Dark Shot



Metamememon

ULTIMATE FORM



Type: Data  
Active Hours: 4:00-19:00

CONDITIONS OF DIGIVOLUTION

Possible Digimon: Monochromon, Ninjamon, Kabuterimon, Frigimon  
Care Mistakes: 15 or less  
Body Weight: 10g  
Necessary Parameters: Offense 500; Defense 400; Speed 400; Brains 400  
Bonus Conditions: Happiness Gauge: 95%+; Techniques: 30+

POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
3000	3000	600	600	600	500

DIGIVOLUTION ITEM

Metal Armor

TECHNIQUES

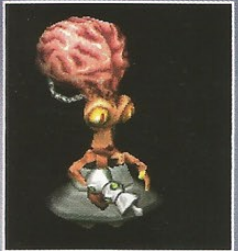
- |               |                 |
|---------------|-----------------|
| Sonic Jab     | Muscle Charge   |
| Dynamite Kick | Delete Program  |
| Megaton Punch | Pulse Laser     |
| Counter       | Devolve Program |
| Buster Dive   | Metal Splinter  |
| Tremor        | Mega Range Beam |
| War Cry       |                 |

FINISHING TECHNIQUE

Energy Bomb

Vademon

ULTIMATE FORM



Type: Virus  
Active Hours: 16:00-7:00

CONDITIONS OF DIGIVOLUTION

Possible Digimon: All Champion-form Digimon  
Special Digivolutions: A 50% probability exists of digivolving into Vademon after 360 hours elapse as a Champion-form Digimon.

POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
5000	5000	500	500	500	500

DIGIVOLUTION ITEM

Beam Gun

TECHNIQUES

- |                |                 |
|----------------|-----------------|
| Green Trap     | Devolve Program |
| Bug            | Metal Splinter  |
| Charm Perfume  | Mega Range Beam |
| Power Crane    | DG Dimension    |
| Delete Program | Full Power      |
| Pulse Laser    |                 |

FINISHING TECHNIQUE

Abduction Beam

Version 3 Digimon Character Data

BABY FORM



Poyomon

Type: Data  
Technique: Bubbles  
Digivolves from:



IN-TRAINING FORM



Tokomon

Type: Data  
Technique: Bubbles  
Digivolves from: Poyomon



## Patamon

## ROOKIE FORM



Type: Data  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Tokomon  
Care Mistakes: No limits  
Body Weight: 15g  
Necessary Parameters: Offense Strength or Brains must be the highest stat.  
Bonus Conditions: Current Digimon—Tokomon

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Sonic Jab      Wind Cutter  
Dynamite Kick      Spinning Shot  
Buster Dive      Confusion Storm  
War Cry

## FINISHING TECHNIQUE

Boom Bubble

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
500	500	100	50	50	100

## Hunemon

## ROOKIE FORM



Type: Virus  
Active Hours: 16:00–7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Koromon, Tokomon, Tsunomon, Tanemon  
Special Digivolutions: A 50% chance exists a Digimon will digivolve into this when sleeping at Kunemon's Bed.

## DIGIVOLUTION ITEM

N/A

## SKILLS

Static Elect      Poison Powder  
Megalo Spark      Moss Shield  
Electric Cloud  
Stinger

## FINISHING TECHNIQUE

Electric Thread

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1000	1000	50	50	50	50

## Unimon

## CHAMPION FORM



Type: Vaccine  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Patamon, Biyomon  
Care Mistakes: 3 or less  
Body Weight: 30g  
Necessary Parameters: HP 1000; Speed 100  
Bonus Conditions: Battles: 10+; Techniques: 35+

## DIGIVOLUTION ITEM

Unihorn

## TECHNIQUES

Dynamite Kick      Spinning Shot  
Counter      Confusion Storm  
War Cry      Hurricane  
Static Elect  
Megalo Spark  
Electric Cloud  
Wind Cutter

## FINISHING TECHNIQUE

Aerial Attack

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	1500	150	150	200	200



Centerumon

## CHAMPION FORM



Type: Data  
Active Hours: 4:00-19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Agumon, Gabumon  
Care Mistakes: 3 or less  
Body Weight: 30g  
Necessary Parameters: Brains 100  
Bonus Conditions: Discipline Gauge: 60%+; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	1500	150	150	150	250

## DIGIVOLUTION ITEM

Iron Hoof

## TECHNIQUES

Spit Fire      Meltdown  
Fire Tower      Dynamite Kick  
Magma Bomb      Counter  
Prominence Beam      Muscle Charge  
Heat Laser  
Red Inferno

## FINISHING TECHNIQUE

Solar Ray

Ogremon

## CHAMPION FORM



Type: Virus  
Active Hours: 11:00-2:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Gabumon, Patamon  
Care Mistakes: 5+  
Body Weight: 30g  
Necessary Parameters: HP 1000; Offense 100  
Bonus Conditions: Battles: 15+; Techniques: 35+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2500	1000	250	150	150	100

## DIGIVOLUTION ITEM

Spike Club

## TECHNIQUES

Spit Fire      Buster Dive  
Magma Bomb      Tremor  
Red Inferno      War Cry  
Sonic Jab      Poison Crow  
Dynamite Kick      Insect Plague  
Megaton Punch

## FINISHING TECHNIQUE

Pummel Whack

Bakemon

## CHAMPION FORM



Type: Virus  
Active Hours: 16:00-7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Elecmon, Tanemon  
Care Mistakes: 3+  
Body Weight: 20g  
Necessary Parameters: MP 1000  
Bonus Conditions: Happiness Gauge: 75%+; Techniques: 28+  
Special Digivolutions: A 5% chance of digivolving exists when defeated by illness or loss in battle during Rookie form.

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	2500	150	100	150	100

## DIGIVOLUTION ITEM

Torn Tatter

## TECHNIQUES

Static Elect      Giga Freeze  
Megalo Spark      Winter Blast  
Electric Cloud      Aqua Magic  
Wind Cutter  
Spinning Shot  
Thunder Bolt  
Hurricane

## FINISHING TECHNIQUE

Dark Claw



## CHAMPION FORM



Type: Data

Active Hours: 7:00–22:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Betamon, Penguinmon

Care Mistakes: 5+

Body Weight: 40g

Necessary Parameters: HP 1000; Defense 100

Bonus Conditions: Current Digimon—Betamon; Techniques: 35+

## DIGIVOLUTION ITEM

Red Shell

## TECHNIQUES

Charm Perfume  
Poison Powder  
Tear Drop  
Giga Freeze  
Ice Needle  
Water Blitz

Ice Statue  
Winter Blast  
Aurora Freeze  
Aqua Magic

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	1500	150	250	100	100

## FINISHING TECHNIQUE

Hydro Pressure

## CHAMPION FORM



Type: Data

Active Hours: 16:00–7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Gabimon, Batamon

Care Mistakes: 3+

Body Weight: 40g

Necessary Parameters: Offense 100

Bonus Conditions: Happiness Gauge: 75%+; Techniques: 28+

## DIGIVOLUTION ITEM

Steel Drill

## TECHNIQUES

Sonic Jab  
Dynamite Kick  
Megaton Punch  
Counter  
Buster Dive  
Tremor

War Cry  
Muscle Charge  
Green Trap  
Charm Perfume

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	1500	250	150	150	150

## FINISHING TECHNIQUE

Drill Spin

## CHAMPION FORM



Type: Virus

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: All

Special Digivolutions: Digivolve into this Digimon when the number of "Field Poops" reaches 16.

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Horizontal Kick  
Skunk Spray  
Quick Poop Throw  
Giant Poop Throw  
Random Poop Throw  
Quick Random Poop Throw  
Giant Random Poop Throw  
Ultimate Poop Bomb

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
—	—	—	—	—	—

## FINISHING TECHNIQUE

Party Time



Andromon

## ULTIMATE FORM



Type: Vaccine

Active Hours: 4:00-19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Meramon, Centarumon, Ogremon, Leomon, Angemon

Care Mistakes: 5 or less

Body Weight: 40g

Necessary Parameters: HP 2000; MP 4000; Offense 200; Defense 400; Speed 200; Brains 400

Bonus Conditions: Battles: 30+; Techniques: 30+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
4000	6000	400	600	400	600

## DIGIVOLUTION ITEM

Cyber Parts

## TECHNIQUES

Megaton Punch	Pulse Laser
Counter	Devolve Program
Buster Dive	Metal Splinter
Tremor	Mega Range Beam
Static Elect	DG Dimension
Megalo Spark	Full Power
Power Crane	
Delete Program	

## FINISHING TECHNIQUE

Spiral Sword

Giromon

## ULTIMATE FORM



Type: Vaccine

Active Hours: 11:00-2:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Centarumon, Ogremon, Bakemon, Unimon

Care Mistakes: 15+

Body Weight: 5g

Necessary Parameters: Offense 400; Speed 300; Brains 400

Bonus Conditions: Happiness Gauge: 95%+; Battles: 100+; Techniques: 35+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
3000	3000	600	500	500	600

## DIGIVOLUTION ITEM

Chainsaw

## TECHNIQUES

Megaton Punch	Pulse Laser
Buster Dive	Devolve Program
Megalo Spark	Metal Splinter
Electric Cloud	Mega Range Beam
Thunder Bolt	DG Dimension
Power Crane	Full Power
Delete Program	

## FINISHING TECHNIQUE

Deadly Bomb

Etemon

## ULTIMATE FORM



Type: Virus

Active Hours: 4:00-19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Sukamon

Care Mistakes: No limits

Body Weight: 15g

Necessary Parameters: HP 2000, MP 1000, Offense 400, Defense 200, Speed 400, Brains 300

Bonus Conditions: Battles: 50+; Techniques: 49+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
4000	5000	600	400	600	500

## DIGIVOLUTION ITEM

Gold Banana

## TECHNIQUES

Sonic Jab	Muscle Charge
Dynamite Kick	Megalo Spark
Megaton Punch	Spinning Shot
Counter	Thunder Bolt
Buster Dive	Horizontal Kick
Tremor	Ultimate Poop Bomb
War Cry	

## FINISHING TECHNIQUE

Love Serenade



Version

4

Digimon

## Character Data

BABY FORM



## Yuramon

Type: Data  
Technique: Bubbles  
Digivolves from:



IN-TRAINING FORM



## Tanemon

Type: Data  
Technique: Bubbles  
Digivolves from: Yuramon

## ROOKIE FORM



Type: Vaccine  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Tokomon  
Care Mistakes: No limits  
Body Weight: 15g  
Necessary Parameters: Speed must be the highest stat and 10% of maximum MP.  
Bonus Conditions: Current Digimon—Tokomon

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Spit Fire      Spinning Shot  
Heat Laser    Confusion Storm  
Electric Cloud    Hurricane  
Wind Cutter

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
500	1000	50	50	100	50

## FINISHING TECHNIQUE

Spiral Twister

## ROOKIE FORM



Type: Vaccine  
Active Hours: 1:00–16:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Tanemon  
Care Mistakes: No limits  
Body Weight: 15g  
Necessary Parameters: Brains must be the highest stat and 10% of maximum MP.  
Bonus Conditions: Current Digimon—Tanemon

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Poison Crow      Water Blitz  
Charm Perfume    Aqua Magic  
Poison Powder  
Moss Shield  
Tear Drop

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
500	1000	50	50	50	100

## FINISHING TECHNIQUE

Poison Ivy

Biyomon

Palmon



## CHAMPION FORM



Type: Data

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Agumon, Gabumon

Care Mistakes: 3 or less

Body Weight: 40g

Necessary Parameters: HP 1000; Defense 100; Brains 100

Bonus Conditions: Battles: 5 or less; Techniques: 35+

Special Digivolutions: A 30% chance of digivolving from Drimogemon exists when it sleeps with its Discipline Gauge at 100% and a Defense strength of 500+.

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	1500	150	250	150	200

## DIGIVOLUTION ITEM

Mono Stone

## TECHNIQUES

Spit Fire	Green Trap
Prominence Beam	Insect Plague
Heat Laser	Moss Shield
Red Inferno	
Meltdown	
Megaton Punch	
Counter	

## FINISHING TECHNIQUE

Volcanic Strike

## CHAMPION FORM



Type: Vaccine

Active Hours: 1:00–16:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Elecmon, Biyomon

Care Mistakes: 3+

Body Weight: 30g

Necessary Parameters: HP 1000

Bonus Conditions: Current Digimon—Biyomon; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2500	1500	100	150	150	150

## DIGIVOLUTION ITEM

Rooster

## TECHNIQUES

Dynamite Kick	Spinning Shot
Tremor	Confusion Storm
War Cry	Hurricane
Static Elect	
Megalo Spark	
Electric Cloud	
Wind Cutter	

## FINISHING TECHNIQUE

Frozen Fire Shot

## CHAMPION FORM



Type: Vaccine

Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Patamon, Elecmon

Care Mistakes: 1 or less

Body Weight: 20g

Necessary Parameters: Offense 100; Speed 100; Brains 100

Bonus Conditions: Battles: 10+ ; Techniques: 35+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	1500	250	150	200	200

## DIGIVOLUTION ITEM

Shiny Mane

## TECHNIQUES

Sonic Jab	War Cry
Dynamite Kick	Muscle Charge
Megaton Punch	Static Elect
Counter	Megalo Spark
Buster Dive	
Tremor	

## FINISHING TECHNIQUE

Fist of the Beast King



## CHAMPION FORM



Type: Virus  
Active Hours: 16:00-7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Kunemon, Palmon  
Care Mistakes: 5+  
Body Weight: 30g  
Necessary Parameters: HP 1000; MP 1000; Offense 100;  
Speed 100  
Bonus Conditions: Current Digimon—Kunemon; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	2000	200	150	200	100

## DIGIVOLUTION ITEM

Scissor Jaw

## TECHNIQUES

Sonic Jab  
Muscle Charge  
Wind Cutter  
Spinning Shot  
Poison Crow  
Stinger

Green Trap  
Charm Perfume  
Poison Powder  
Moss Shield

## FINISHING TECHNIQUE

Scissor Claw

## CHAMPION FORM



Type: Vaccine  
Active Hours: 1:00-16:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Penguinmon  
Care Mistakes: 5+  
Body Weight: 20g  
Necessary Parameters: P 1000  
Bonus Conditions: Battles: 5 or less; Techniques: 28+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
2000	1500	150	150	150	150

## DIGIVOLUTION ITEM

Hair Grower

## TECHNIQUES

Dynamite Kick  
Megaton Punch  
Green Trap  
Moss Shield  
Giga Freeze  
Ice Needle

Water Blitz  
Winter Blast  
Aurora Freeze  
Aqua Magic

## FINISHING TECHNIQUE

Bone Boomerang

## CHAMPION FORM



Type: Data  
Active Hours: 11:00-2:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Palmon, Betamon  
Care Mistakes: 3+  
Body Weight: 30g  
Necessary Parameters: Defense: 100  
Bonus Conditions: Battles: 5+; Techniques: 35+  
Special Digivolutions: A 30% chance exists of digivolving from Whamon or Shellmon when 360 hours have passed since digivolving into Champion form.

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	1500	150	200	150	150

## DIGIVOLUTION ITEM

Hard Scale

## TECHNIQUES

Poison Crow  
Stinger  
Insect Plague  
Tear Drop  
Giga Freeze  
Ice Needle

Water Blitz  
Ice Statue  
Winter Blast  
Aqua Magic

## FINISHING TECHNIQUE

Ice Fist



## CHAMPION FORM



Type: Virus  
Active Hours: 11:00-2:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: All Rookie forms  
Special Digivolutions: Digivolves when performing the Scold command with both Discipline and Happiness Gauges at zero.

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
—	—	—	—	—	—

## DIGIVOLUTION ITEM

Sunglasses

## TECHNIQUES

Dynamite Kick  
Megaton Punch  
Counter  
Horizontal Kick  
Skunk Spray  
Quick Poop Throw  
Giant Poop Throw  
Random Poop Throw  
Quick Random Poop Throw  
Giant Random Poop Throw

## FINISHING TECHNIQUE

Poop

## ULTIMATE FORM



Type: Virus  
Active Hours: 16:00-7:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Tyrannomon; Devimon; Airdramon; Seadramon  
Care Mistakes: 10 or less  
Body Weight: 55g  
Necessary Parameters: HP 3000; MP 5000; Offense 500; Defense 300; Speed 400; Brains 400  
Bonus Conditions: Battles: 30+; Techniques: 30+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
6000	6000	600	500	600	500

## DIGIVOLUTION ITEM

Mega-hand

## TECHNIQUES

Dynamite Kick	Pulse Laser
Megaton Punch	Devolve Program
Giga Freeze	Metal Splinter
Winter Blast	Mega Range Beam
Ice Statue	DG Dimension
Power Crane	Full Power
Delete Program	

## FINISHING TECHNIQUE

Rocket Attack

## ULTIMATE FORM



Type: Data  
Active Hours: 1:00-16:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Kokatorimon; Vegiemon; Ninjamon; Kuwagamon  
Care Mistakes: 15+  
Body Weight: 5g  
Necessary Parameters: Offense 300; Defense 300; Speed 400; Brains 400  
Bonus Conditions: Discipline Gauge: 95%+; Techniques: 25+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
3000	3000	500	500	600	600

## DIGIVOLUTION ITEM

Small Spear

## TECHNIQUES

Wind Cutter	Insect Plague
Spinning Shot	Bug
Confusion Storm	Charm Perfume
Hurricane	Poison Powder
Poison Crow	Moss Shield
Stinger	
Green Trap	

## FINISHING TECHNIQUE

Bit Bomb



## ULTIMATE FORM



Type: Data  
Time of Day: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Nanimon  
Care Mistakes: No limits  
Body Weight: 10g  
Necessary Parameters: HP 3000; MP 3000 Offense 400; Defense 400; Speed 400; Brains 300  
Bonus Conditions: Battles: 100+; Techniques: 49+

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
5000	5000	600	600	600	500

## DIGIVOLUTION ITEM

Mystic Egg

## TECHNIQUES

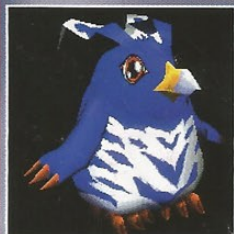
Spit Fire	Megalo Spark
Fire Tower	Spinning Shot
Magma Bomb	Thunder Bolt
Prominence Beam	Confusion Storm
Heat Laser	Hurricane
Red Inferno	Tear Drop
Infinity Burn	Aqua Magic
Meltdown	

## FINISHING TECHNIQUE

Nightmare Syndrome

## PlayStation Original Digimon Character Data

## ROOKIE FORM



Type: Data  
Active Hours: 4:00–19:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Tsunomon  
Care Mistakes: No limits  
Body Weight: 15g  
Necessary Parameters: Brains or Defense must be the highest stat.  
Bonus Conditions: Current Digimon—Tsunomon

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
500	500	50	100	50	100

## DIGIVOLUTION ITEM

N/A

## TECHNIQUES

Poison Crow  
Charm Perfume  
Giga Freeze  
Ice Needle  
Water Blitz  
Winter Blast  
Aqua Magic

## FINISHING TECHNIQUE

Super Slap

## CHAMPION FORM



Type: Data  
Active Hours: 1:00–16:00

## CONDITIONS OF DIGIVOLUTION

Possible Digimon: Palmon  
Care Mistakes: 1 or less  
Body Weight: 10g  
Necessary Parameters: MP 1000, Offense 100; Speed 100  
Bonus Conditions: Battles: 15+; Techniques: 35+  
Special Digivolutions: A 30% chance exists of digivolving from Vegiemon when the character sleeps after fighting 50+ battles and its Discipline Gauge is at 100%.

## POST-DIGIVOLUTION STANDARD STATS

HP	MP	Offense	Defense	Speed	Brains
1500	2000	200	150	200	150

## DIGIVOLUTION ITEM

Koga's Laws

## TECHNIQUES

Fire Tower	Stinger
Magma Bomb	Charm Perfume
Sonic Jab	Poison Powder
Dynamite Kick	Moss Shield
Counter	
War Cry	

## FINISHING TECHNIQUE

Koga Star



MegaSeadramon

ULTIMATE FORM



Type: Data  
Active Hours: 7:00-22:00

BASE STATS

HP	MP	Offense	Defense	Speed	Brains
3000	6000	600	600	300	600

DIGIVOLUTION ITEM

Coral Charm

TECHNIQUES

**TOP SECRET**

FINISHING

Ice Storm

\*\*\* Digimon 59 (Phoenixmon)

TYPEBONUS -  
HP - 4000  
MP - 4000  
OFFENSE -  
DEFENSE -  
SPEED - 400  
BRAINS - 600  
CARE ERR. - 3  
WEIGHT - 30  
DISCIPLINE - 100  
HAPPINESS -  
BATTLES - 0  
TOTALTECHS - 40  
MAXCARE? - 1  
MAXBTLS? - 1

\*\*\* Digimon 60 (HerculesKabuterimon)

TYPEBONUS -  
HP - 7000  
MP - 0  
OFFENSE - 400  
DEFENSE - 600  
SPEED - 400  
BRAINS -  
CARE ERR. - 5  
WEIGHT - 55  
DISCIPLINE -  
HAPPINESS -  
BATTLES - 0  
TOTALTECHS - 40  
MAXCARE? - 1  
MAXBTLS? - 1

\*\*\* Digimon 61 (MegaSeadramon)

TYPEBONUS -  
HP - 0  
MP - 4000  
OFFENSE - 500  
DEFENSE - 400  
SPEED -  
BRAINS - 400  
CARE ERR. - 5  
WEIGHT - 30  
DISCIPLINE -  
HAPPINESS -  
BATTLES - 0  
TOTALTECHS - 40  
MAXCARE? - 1  
MAXBTLS? - 1

HerculesKabuterimon

ULTIMATE FORM



Type: Data  
Active Hours: 19:00-10:00

BASE STATS

HP	MP	Offense	Defense	Speed	Brains
5000	5000	500	500	500	500

DIGIVOL

Beetlepearl

TECHN

**TOP SECRET**

FINISHING

Giga Blaster

Phoenixmon

ULTIMATE FORM



Type: Vaccine  
Active Hours: 4:00-19:00

BASE STATS

HP	MP	Offense	Defense	Speed	Brains
6000	6000	300	300	600	600

DIGIVOL

Red Ruby

TECHN

\*\*\* Digimon 62 (WereGarurumon)

TYPEBONUS -  
HP - 4000  
MP - 0  
OFFENSE -  
DEFENSE - 400  
SPEED - 400  
BRAINS - 400  
CARE ERR. - 3  
WEIGHT - 30  
DISCIPLINE -  
HAPPINESS -  
BATTLES - 0  
TOTALTECHS - 49  
MAXCARE? - 1  
MAXBTLS? - 1

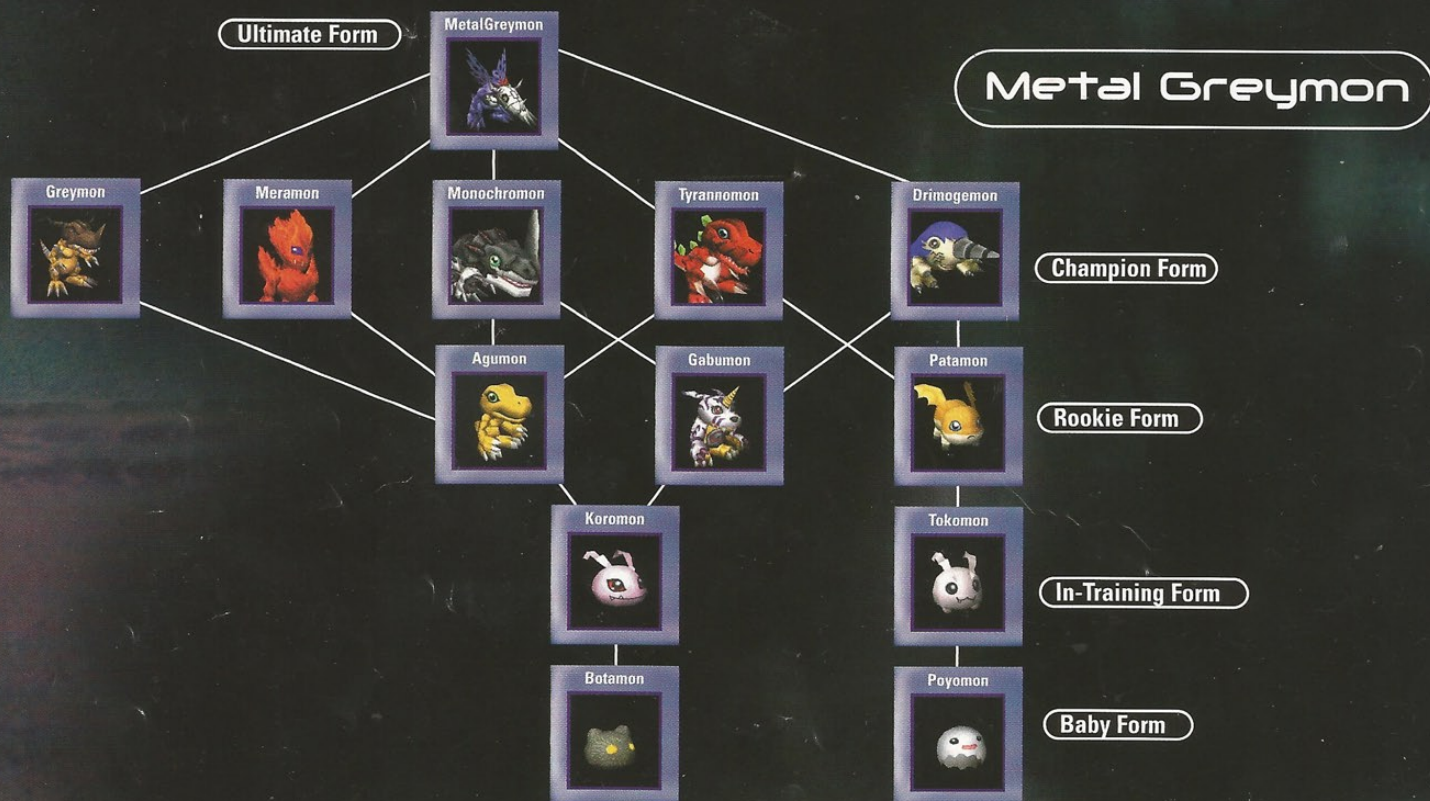
FINISHING TECHNIQUE

Crimson Flare



# Digivolution

## charts



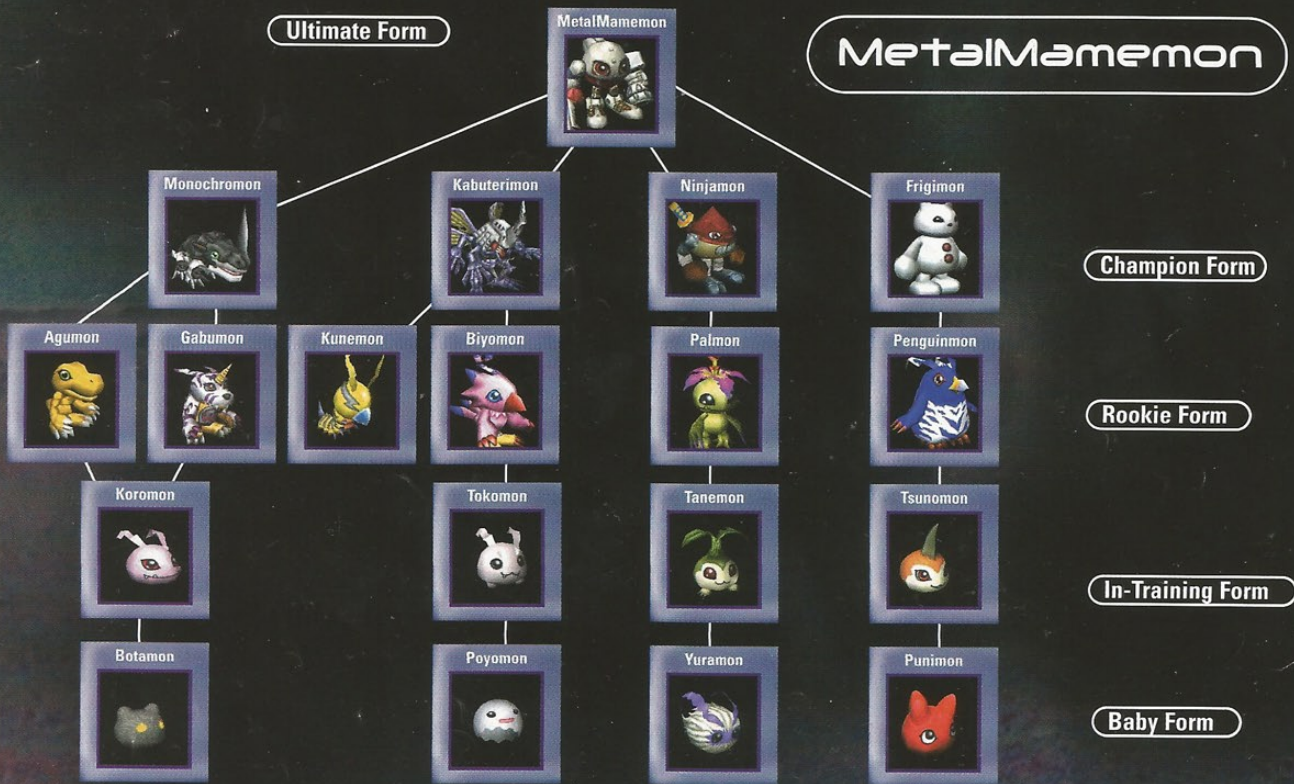
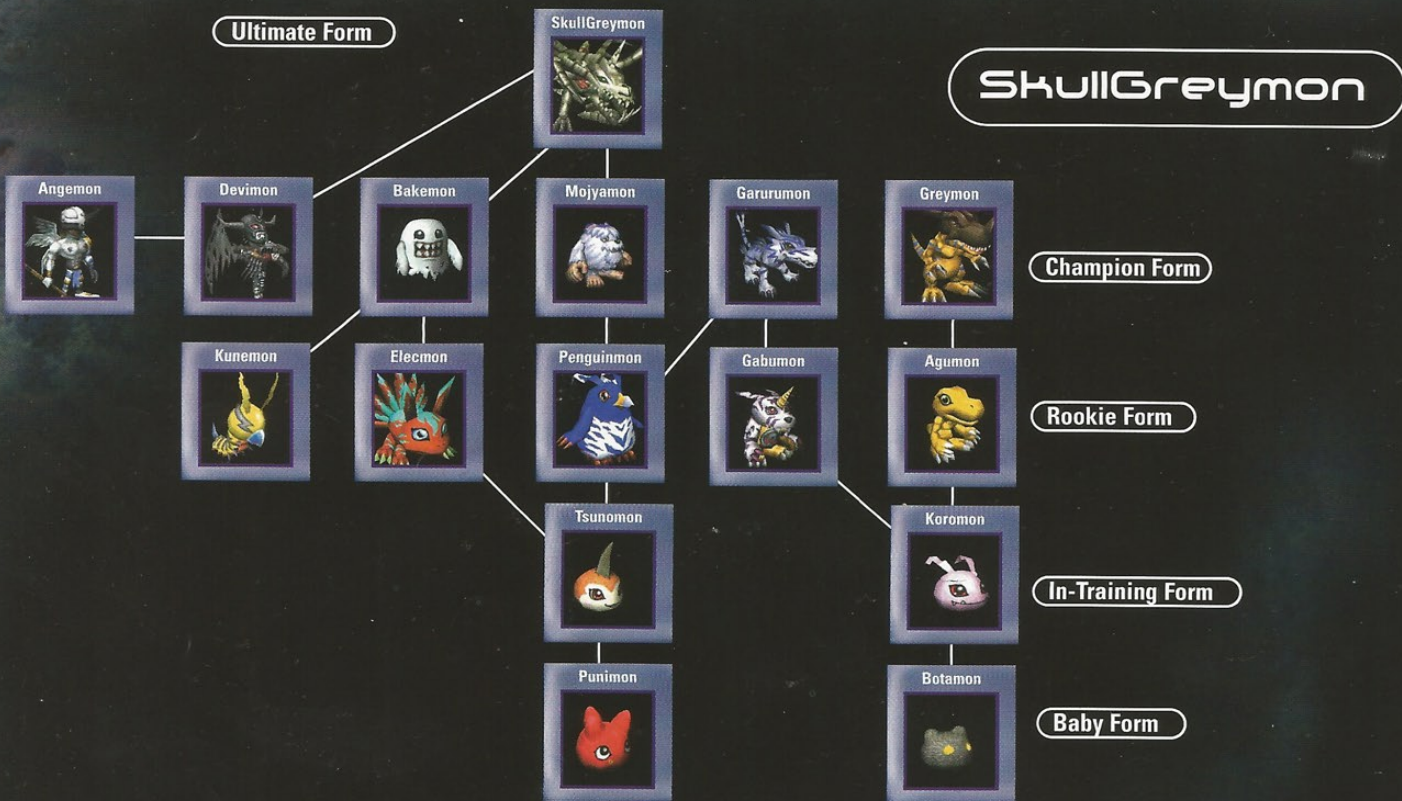




## Monzaemon, Etemon, Digitamamon









Ultimate Form

Vademon

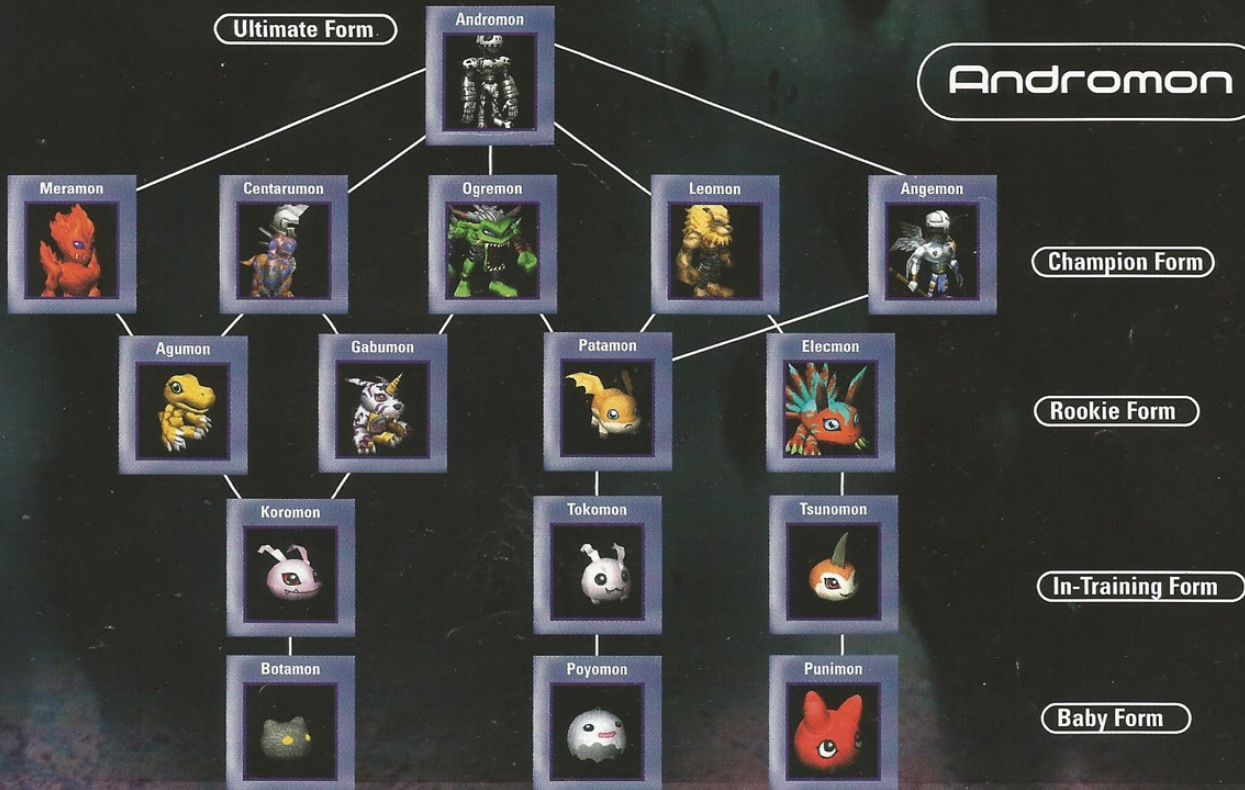
Vademon



Ultimate Form

Andromon

Andromon



Champion Form

Rookie Form

In-Training Form

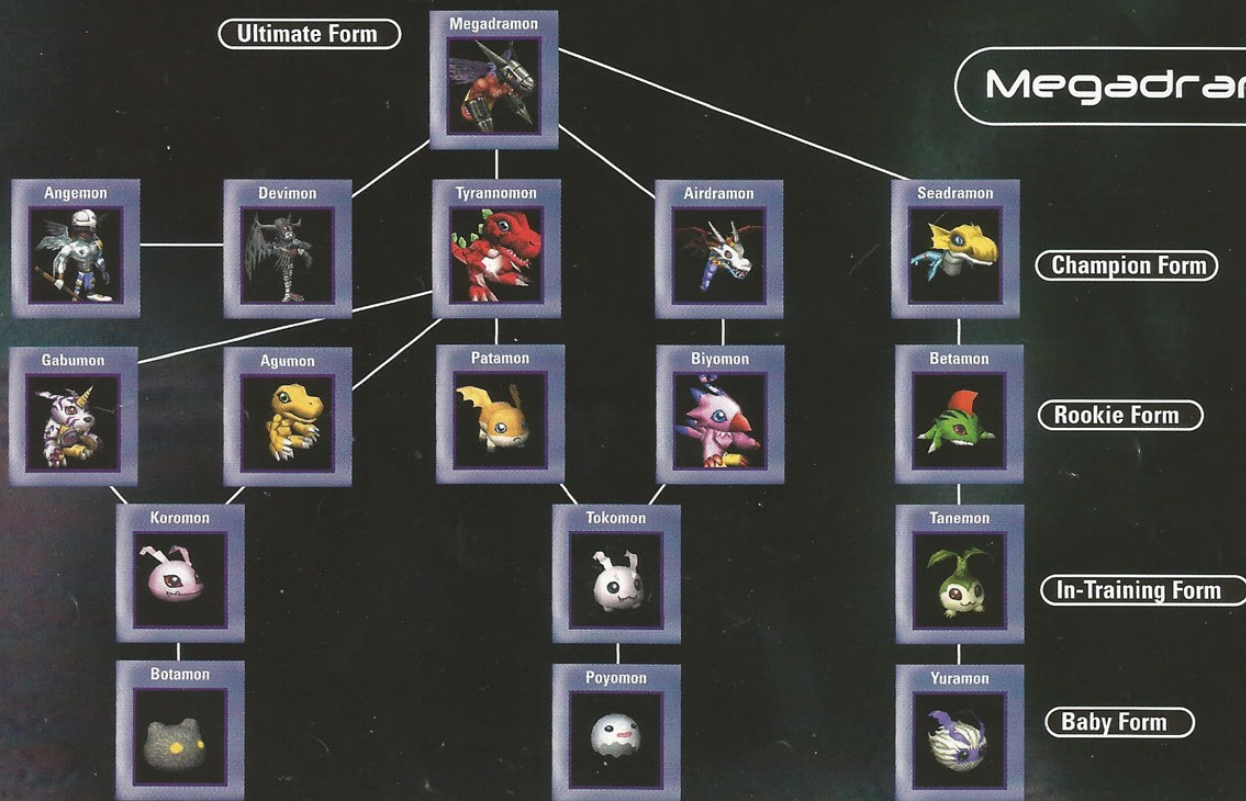
Baby Form



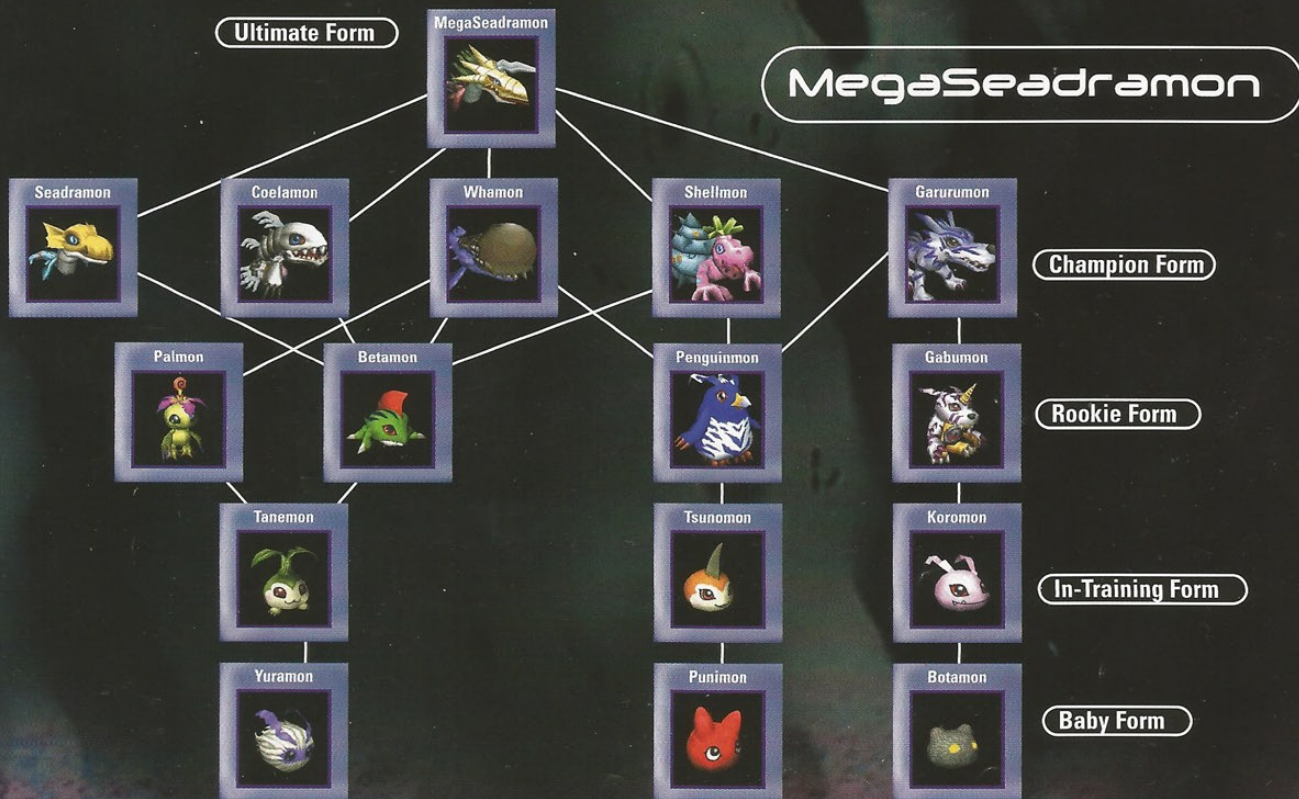
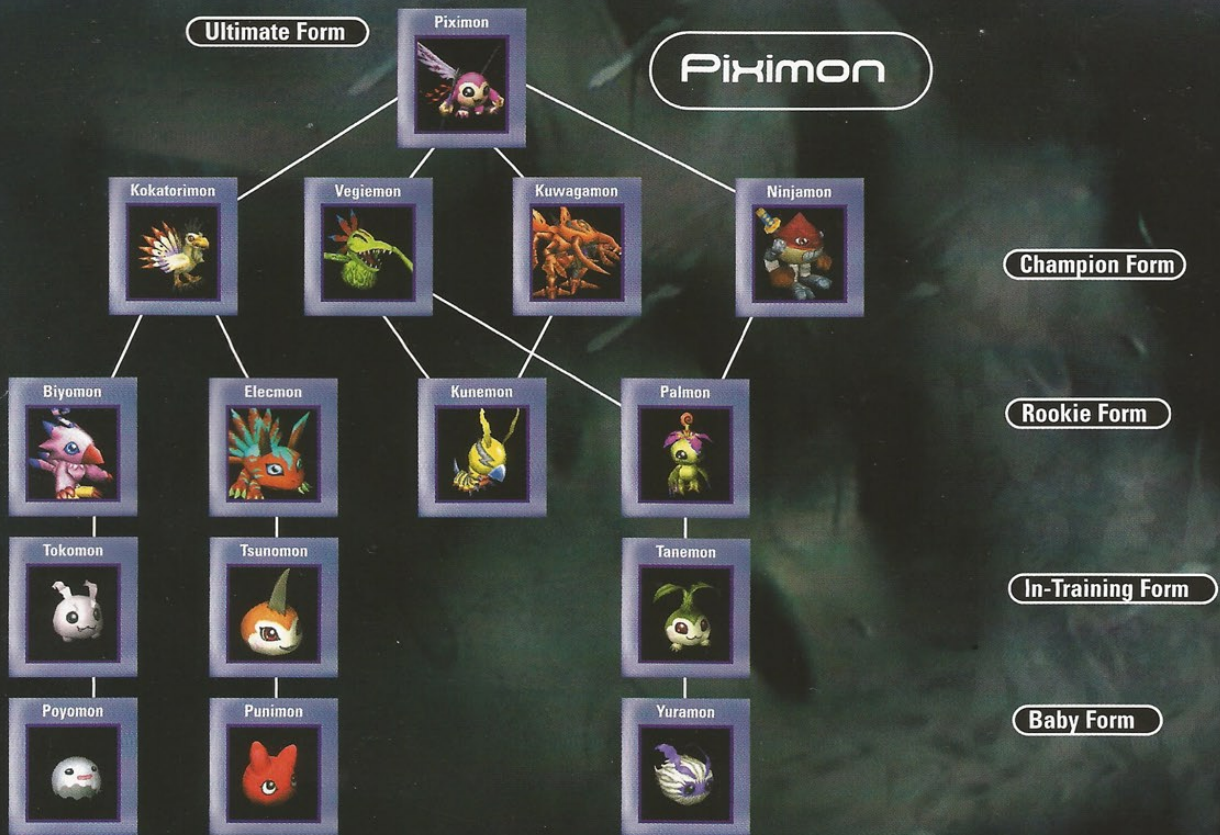
# Giromon



# Megadramon

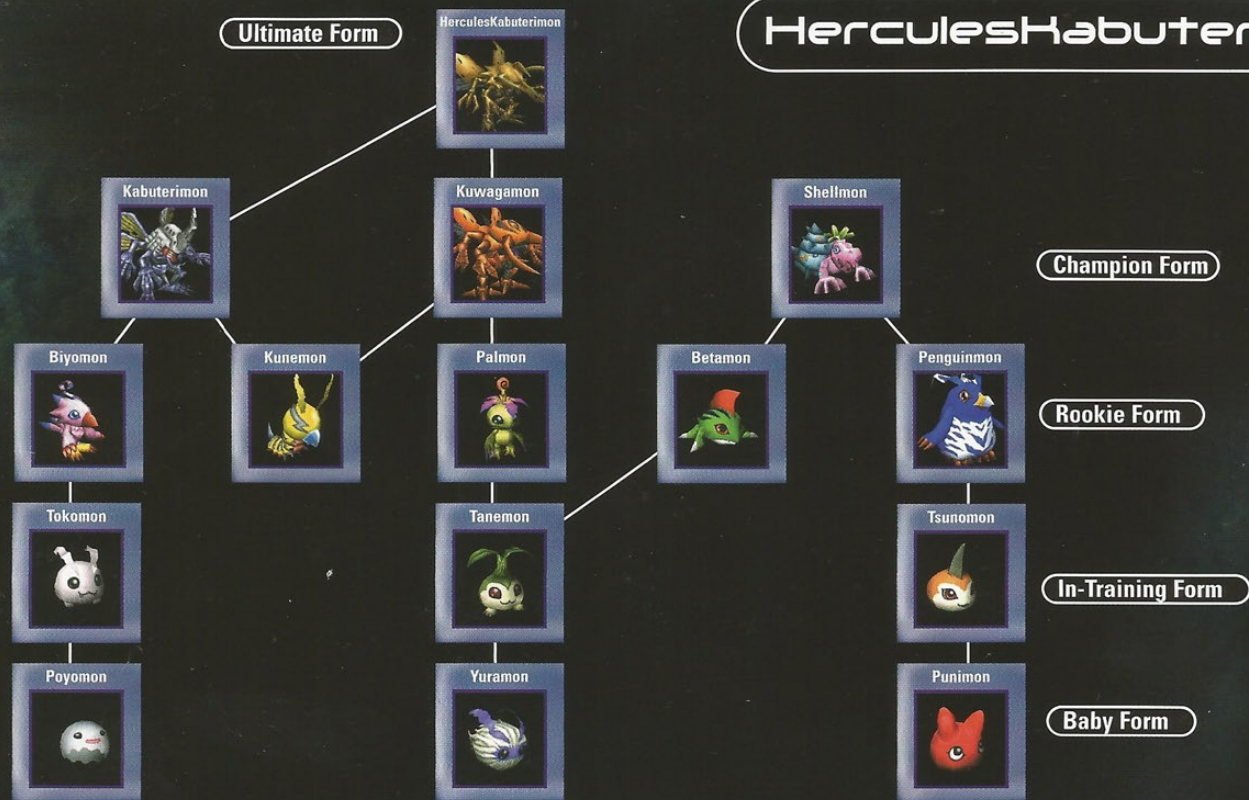




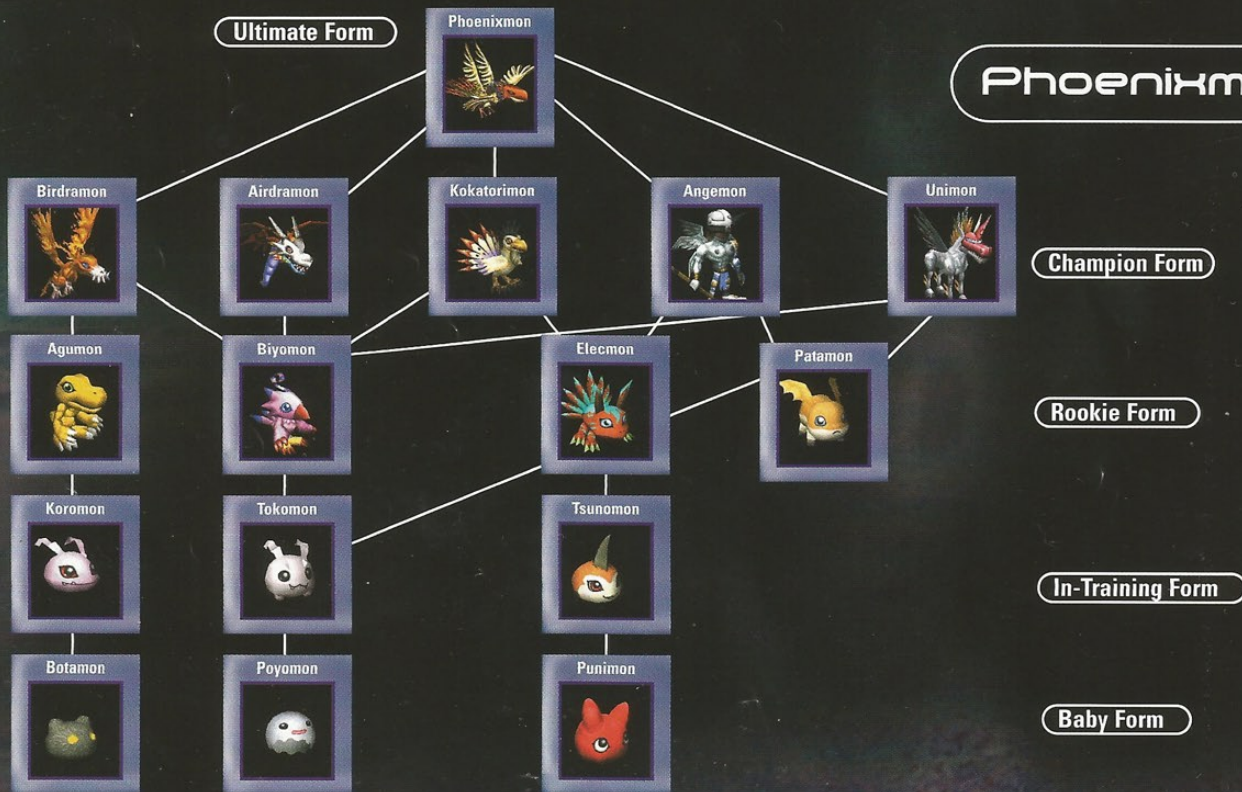




# HerculesKabuterimon



# Phoenixmon





## The Digimon Bestiary

As you make your way through *Digimon World*, you'll encounter a variety of enemy forms of common Digimon. Refer to the following tables for information about the game's main enemy monsters.

Digimon Name	Item	Techniques
ModokiBetamon	Small Recovery Floppy (40%)	Static Elect, Electric Cloud, Water Blitz, Aqua Magic, Thunder
RedVegiemon	Super Carrot (10%)	Poison Claw, Stinger, Green Trap, Charm Perfume, Poison Powder, Moss Shield
Goburimon	Meat (30%)	Spit Fire, War Cry, Magma Bomb, Giga Freeze, Sonic Jab, Megaton Punch, Winter Blast
Dokunemon	Various Floppy (25%)	Poison Claw, Electric Sled, Stinger, Poison Powder, Moss Shield
Yanmamon	MP Floppy (10%)	Electric Cloud, Insect Plague, Wind Cutter, Spinning Shot, Stinger
Aruraumon	Double Floppy (5%)	Poison Claw, Water Blitz, Charm Perfume, Poison Powder, Tear Drop
Tsukaimon	Meat (30%)	Sonic Jab, Wind Cutter, Dynamite Kick, Spinning Shot, Buster Dive, War Cry
Muchomon	Various Floppy (10%)	Poison Claw, Giga Freeze, Ice Needle, Infinite Slaps
J-Mojoyamon	Giant Meat (10%)	Dynamite Kick, Moss Shield, Megaton Punch, Water Blitz, Green Trap
Soulmon	Medium MP Floppy (10%)	Static Elect, Megalo Spark, Electric Cloud, Thunder Bolt, Giga Freeze, Dark Claw
Weedmon	Hawk Radish (10%)	Poison Claw, Poison Powder, Stinger, Moss Shield, Green Trap, Charm Perfume
Darkrizamon	Medium MP Floppy (10%)	Magma Bomb, Ice Needle, Heat Laser, Winter Blast, Red Inferno, Giga Freeze
Gotsumon	Medium Recovery Floppy (10%)	Megaton Punch, Buster Dive, Tremor
SandYanmamon	Protection Floppy (5%)	Spit Fire, Spinning Shot, Hurricane
Gururumon	Medium Recovery Floppy (10%)	Megaton Punch, Ice Statue, Buster Dive, Winter Blast, War Cry, Giga Freeze
Saberdramon	Various Floppy (10%)	Spit Fire, Spinning Shot, Hurricane, Prominence Beam, Red Inferno, Wind Cutter
Flarerizamon	Meat (10%)	Spit Fire, Red Inferno, Fire Tower, Magma Bomb, Heat Laser
Vermilimon	Power Fruit (1%)	Prominence Beam, Megaton Punch, Heat Laser, Counter, Red Inferno, Tremor, Meltdown, Volcano Strike
MudFrigimon	Medium Recovery Floppy (10%)	Sonic Jab, Aqua Magic, Muscle Charge, Tear Drop, Water Blitz
ShimaUnimon	Medium Recovery Floppy (10%)	Dynamite Kick, Megalo Spark, Counter, Electric Cloud, War Cry, Static Elect
Akatorimon	Offense Disk (10%)	Dynamite Kick, Spinning Shot, Static Elect, Confusion Storm, Electric Cloud, Wind Cutter
Sharmamon	Meat (10%)	Spit Fire, War Cry, Magma Bomb, Sonic Jab, Megaton Punch
Geremon	Portable Potty (10%)	Horizontal Kick, Skunk Spray, Quick Poop Throw, Random Poop Throw, Quick Random Poop Throw, Poop
Psychemon	Bandage (10%)	Sonic Jab, War Cry, Dynamite Kick, Megaton Punch, Tremor
NiseDrimogemon	Auto Pilot (10%)	Sonic Jab, Dynamite Kick, Counter, Buster Dive, Tremor, Muscle Charge
Gekomon	Medium Recovery Floppy (10%)	Tear Drop, Giga Freeze, Water Blitz, Winter Blast
MoriShellmon	Muscle Yam (1%)	Charm Perfume, Ice Statue, Poison Powder, Aqua Magic, Tear Drop, Water Blitz
SnowAgumon	Medium MP Floppy (10%)	Ice Needle, Muscle Charge, Ice Statue, Winter Blast, Sonic Jab
SnowGoburimon	Meat (10%)	Sonic Jab, Winter Blast, Megaton Punch, War Cry, Giga Freeze
Fugamon	Speed Disk (10%)	Spit Fire, Wind Cutter, Magma Bomb, Hurricane, Megaton Punch, Static Elect
Hyogamon	Sirloin (10%)	Giga Freeze, Buster Dive, Ice Needle, War Cry, Sonic Jab, Megaton Kick
IceDevimon	Speed Leaf (1%)	Sonic Jab, Ice Statue, Counter, War Cry, Giga Freeze



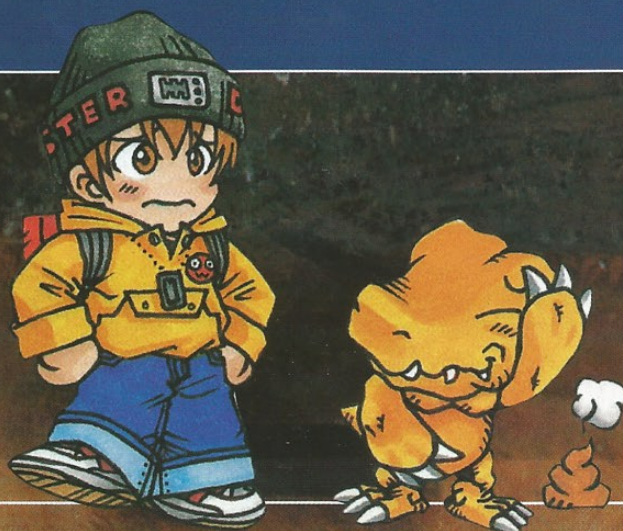
# The List of Digimon Techniques

Both Partner and Enemy Digimon use the Techniques and Finishing Techniques described in the following lists.

## Regular Techniques

### Flame Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Additional Effects	Description	Learned By
Spit Fire	66	30	Long Distance	—	Digimon spits small fireballs.	Agumon, Biyomon, Greymon, Tyrannomon, Meramon, Airdramon, Seadramon, Garurumon, Kabuterimon, Birdramon, Centarumon, Ogremom, Monochromon, Digitamamon
Fire Tower	155	81	Long Distance	Paralysis	A pillar of fire rises before the enemy.	Agumon, Gabumon, Greymon, Meramon, Garurumon, Birdramon, Centarumon, Ninjamon, Digitamamon
Magma Bomb	279	132	Long Distance	Confusion	Releases and detonates a Magma Bomb.	Agumon, Greymon, Tyrannomon, Meramon, Kabuterimon, Garurumon, Birdramon, Centarumon, Ogremom, Ninjamon, Digitamamon
Prominence Beam	444	183	Long Distance	Liquid Crystalization	Digimon issues a super-hot laser beam that turns Digimon into a 2-D LCD version of its former self.	Tyrannomon, Greymon, Meramon, Airdramon, Birdramon, Centarumon, Monochromon, MetalGreymon, Digitamamon
Heat Laser	84	105	All Enemies	Liquid Crystalization	A hot space forms around the Digimon using it.	Agumon, Gabumon, Biyomon, Greymon, Meramon, Airdramon, Birdramon, Centarumon, Monochromon, MetalGreymon, Digitamamon
Red Inferno	210	171	All Enemies	—	Fire envelopes everyone. onscreen.	Agumon, Greymon, Tyrannomon, Meramon, Kabuterimon, Birdramon, Centarumon, Ogremom, Monochromon, Digitamamon
Infinity Burn	488	264	All Enemies	Paralysis	Burns all enemies.	MetalGreymon, Digitamamon
Meltdown	400	318	All Enemies	Paralysis	Produces a dome of flames.	Greymon, Meramon, Birdramon, Centarumon, Monochromon, MetalGreymon, Digitamamon





## Battle Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Additional Effects	Description	Learned By
Sonic Jab	52	18	Short Distance	—	Digimon performs a high-speed jump.	Agumon, Gabumon, Patamon, Tyrannomon, Devimon, Frigimon, Ogremon, Drimogemon, Leomon, Kuwagamon, Ninjamon, Mamemon, Monzaemon, SkullGreymon, MetalMamemon, Etemon
Dynamite Kick	193	99	Short Distance	Paralysis	Digimon performs an explosive kick.	Gabumon, Patamon, Greymon, Tyrannomon, Devimon, Meramon, Angemon, Unimon, Centarumon, Ogremon, Drimogemon, Kokatorimon, Leomon, Mojjamon, Nanimon, Ninjamon, Mamemon, Monzaemon, SkullGreymon, MetalMamemon, Etemon, Megadramon
Megaton Punch	320	186	Short Distance	Paralysis	Digimon puts its full weight behind a heavy punch.	Gabumon, Elecmon, Tyrannomon, Devimon, Garurumon, Frigimon, Ogremon, Drimogemon, Leomon, Monochromon, Mojjamon, Nanimon, Mamemon, Monzaemon, SkullGreymon, MetalMamemon, Andromon, Giromon, Etemon, Megadramon
Counter	285	165	Short Distance	Confusion	Digimon avoids and counters the enemy's attack.	Elecmon, Greymon, Tyrannomon, Devimon, Meramon, Angemon, Unimon, Centarumon, Drimogemon, Monochromon, Leomon, Nanimon, Ninjamon, Mamemon, Monzaemon, SkullGreymon, Metal Meramon, Andromon, Etemon
Buster Dive	500	258	Long Distance	Confusion	Digimon spins around and slams into the enemy.	Patamon, Garurumon, Ogremon, Drimogemon, Leomon, Mamemon, Monzaemon, SkullGreymon, MetalMamemon, Andromon, Giromon, Etemon
Tremor	178	168	All Enemies	—	Digimon throws a boulder, causing an earthquake.	Gabumon, Tyrannomon, Drimogemon, Monochromon, Kokatorimon, Leomon, MetalGreymon, Mamemon, Monzaemon, SkullGreymon, MetalMamemon, Andromon, Etemon
War Cry	—	42	Self Support	—	Increases Digimon's status when it raises the battle cry.	Gabumon, Patamon, Tyrannomon, Meramon, Devimon, Garurumon, Angemon, Unimon, Ogremon, Drimogemon, Kokatorimon, Leomon, Ninjamon, MetalGreymon, Mamemon, Monzaemon, SkullGreymon, MetalMamemon, Etemon
Muscle Charge	—	66	Self Support	—	Increases Digimon's attack strength.	Agumon, Elecmon, Greymon, Tyrannomon, Devimon, Centarumon, Ogremon, Drimogemon, Leomon, Kuwagamon, Mamemon, Monzaemon, SkullGreymon, MetalMamemon, Etemon



## Air Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Additional Effects	Description	Learned By
Static Elect	85	45	Short Distance	Paralysis	Inflicts a static electric shock.	Betamon, Elecmon, Kunemon, Airdramon, Angemon, Unimon, Bakemon, Kokatorimon, Leomon, Monzaemon, Andromon
Megalo Spark	382	174	Long Distance	Paralysis	Digimon issues bolts of electricity.	Kunemon, Elecmon, Greymon, Devimon, Airdramon, Angemon, Unimon, Bakemon, Kokatorimon, Leomon, Monzaemon, Andromon, Giromon, Etemon, Digitamamon
Electric Cloud	120	69	Long Distance	Paralysis	Digimon issues a band of electrical clouds.	Betamon, Elecmon, Kunemon, Biyomon, Devimon, Airdramon, Angemon, Unimon, Bakemon, Kokatorimon, Kuwagamon, Monzaemon, Giromon
Wind Cutter	178	93	Long Distance	—	Digimon issues a shockwave that spreads over the battlefield.	Elecmon, Patamon, Biyomon, Airdramon, Kabuterimon, Angemon, Birdramon, Unimon, Bakemon, Shellmon, Kokatorimon, Kuwagamon, Piximon
Spinning Shot	389	150	Long Distance	—	Digimon issues a shockwave that spins and spreads over the battlefield.	Patamon, Biyomon, Greymon, Devimon, Airdramon, Angemon, Birdramon, Unimon, Bakemon, Kokatorimon, Kuwagamon, Etemon, Piximon, Digitamamon
Thunder Bolt	586	330	Short Distance	Paralysis	The thunder of judgment falls from the sky.	Devimon, Bakemon, Monzaemon, Etemon, Digitamamon
Confusion Storm	225	216	All Enemies	Confusion	Digimon issues a rainbow-colored whirlpool.	Patamon, Biyomon, Airdramon, Angemon, Unimon, Shellmon, Kokatorimon, Monzaemon, Giromon, Piximon, Digitamamon
Hurricane	366	225	All Enemies	Confusion	A hurricane sweeps around the enemy.	Elecmon, Biyomon, Airdramon, Kabuterimon, Angemon, Birdramon, Unimon, Bakemon, Kokatorimon, Piximon, Digitamamon

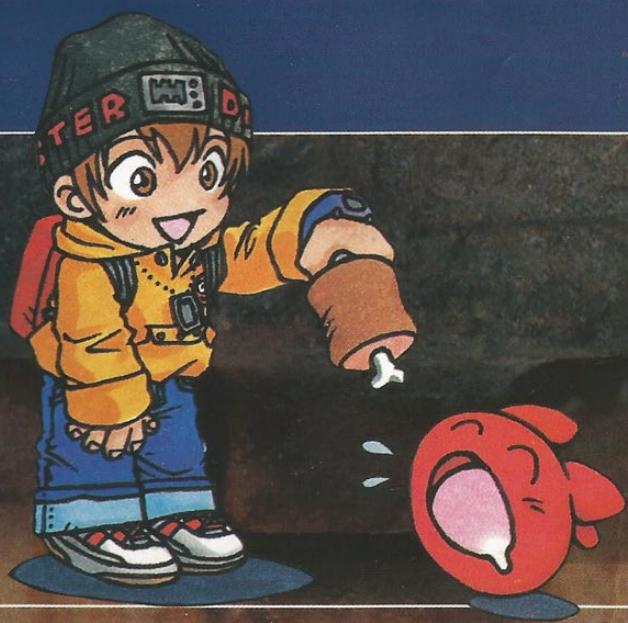
## Nature Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Additional Effects	Description	Learned By
Poison Claw	62	51	Short Distance	Poison	Digimon attacks with a claw.	Kunemon, Palmon, Penguinmon, Kabuterimon, Vegiemon, Ogremmon, Drimogemon, Kuwagamon, Coelamon, Piximon
Stinger	157	102	Short Distance	Liquid Crystal	Digimon thrusts violently.	Kunemon, Palmon, Seadramon, Kabuterimon, Vegiemon, Kuwagamon, Coelamon, Ninjamon, Piximon
Green Trap	310	147	Long Distance	Paralysis	An attacking plant grows toward the enemy.	Kabuterimon, Vegiemon, Drimogemon, Kuwagamon, Monochromon, Moiyamon, Ninjamon, Vademon, Piximon
Insect Plague	58	96	Long Distance	Poison	Digimon sends poisonous smoke toward the enemy.	Ogremmon, Monochromon, Coelamon, Piximon
Bug Charm	500	354	Long Distance	Liquid Crystal	The enemy is overrun with bugs.	Vademon, Piximon
Perfume	180	210	All Enemies	Confusion	A snowstorm engulfs the enemy.	Penguinmon, Seadramon, Kabuterimon, Whamon, Vegiemon, Kuwagamon, Ninjamon, Vademon, Piximon
Poison Powder	117	171	All Enemies	Poison	Digimon scatters poisoned powder.	Kunemon, Palmon, Seadramon, Kabuterimon, Whamon, Vegiemon, Kuwagamon, Ninjamon, Piximon
Moss Shield	—	30	Self Support	—	A plant grows to cover the Digimon's body, increasing its Defense Strength.	Kunemon, Palmon, Kabuterimon, Vegiemon, Monochromon, Kuwagamon, Ninjamon, Piximon



## Ice Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Additional Effects	Description	Learned By
Tear Drop	60	42	Long Distance	Liquid Crystal	Rain pours from the sky.	Palmon, Seadramon, Frigimon, Whamon, Shellmon, Coelamon, Digitamamon
GigaFreeze	264	120	Long Distance	Paralysis	Digimon issues freezing breath.	Betamon, Penguinmon, Seadramon, Garurumon, Whamon, Shellmon, Bakemon, Coelamon, Mojjamon, SkullGreymon, Megadramon
Ice Needle	126	78	Long Distance	Paralysis	Digimon fires ice splinters.	Betamon, Penguinmon, Seadramon, Garurumon, Whamon, Shellmon, Coelamon, Mojjamon
Water Blitz	211	102	Long Distance	—	Digimon fires ice "bullets."	Betamon, Palmon, Penguinmon, Seadramon, Whamon, Vegiemon, Shellmon, Coelamon, Mojjamon
Ice Statue	424	186	Long Distance	Paralysis	Freezes little by little.	Devimon, Garurumon, Frigimon, Whamon, Shellmon, Coelamon, Megadramon
Winter Blast	120	165	All Enemies	Paralysis	Digimon issues a snowstorm.	Betamon, Penguinmon, Seadramon, Garurumon, Whamon, Shellmon, Bakemon, Coelamon, Mojjamon, SkullGreymon, Megadramon
Aurora Freeze	430	258	All Enemies	Liquid Crystal	An aurora appears and sparks of light fall from the sky.	Frigimon, Shellmon, Mojjamon
Aqua Magic	—	36	Self Support	—	Digimon's body sparkles and its stats increase.	Betamon, Palmon, Penguinmon, Seadramon, Garurumon, Whamon, Vegiemon, Shellmon, Bakemon, Coelamon, Mojjamon, Digitamamon





**Mech Techniques**

Technique Name	Attack Strength	MP Used	Attack Range	Additional Effects	Description	Learned By
Power Crane	226	126	Long Distance	—	The punch from a huge crane.	MetalGreymon, Mamemon, Vademon, Andromon, Giromon, Megadramon
Delete Program	430	219	Long Distance	Liquid Crystal	Digimon issues a polygonal electromagnetic wave.	MetalGreymon, MetalMamemon, Vademon, Andromon, Giromon, Megadramon
Pulse Laser	389	168	Long Distance	—	Digimon fires a laser beam.	MetalGreymon, Mamemon, MetalMamemon, Vademon, Andromon, Giromon, Megadramon
Devolve Program	256	297	Long Distance	Liquid Crystal	Digimon uses a remote-controlled arm to pulverize the enemy.	MetalGreymon, Mamemon, MetalMamemon, Vademon, Andromon, Giromon, Megadramon
Metal Splinter	150	165	All Enemies	—	Digimon spits metal sheets.	MetalGreymon, Mamemon, MetalMamemon, Vademon, Andromon, Giromon, Megadramon
Mega Range Beam	573	330	All Enemies	—	Digimon fires a laser beam in all directions.	MetalGreymon, MetalMamemon, Vademon, Andromon, Giromon, Megadramon
DG Dimension	722	420	All Enemies	—	Enemies fall into a digital dimension.	MetalGreymon, Vademon, Andromon, Giromon, Megadramon
Full Power	—	99	Self Support	—	Increases all Digimon's stats.	MetalGreymon, Mamemon, Vademon, Andromon, Giromon, Megadramon

**Filth Techniques**

Technique Name	Attack Strength	MP Used	Attack Range	Additional Effects	Description	Learned By
Horizontal Kick	53	24	Short Distance	—	Digimon performs a kick that confuses the enemy.	Numemon, Sukamon, Nanimon, Etemon
Skunk Spray	88	75	Long Distance	Paralysis	Digimon produces a horrible smell.	Numemon, Sukamon, Nanimon
Quick Poop Throw	122	96	Long Distance	Poison	Digimon quickly hurls a pile of poop.	Numemon, Sukamon, Nanimon
Giant Poop Throw	211	192	Long Distance	Confusion	Digimon randomly hurls a pile of poop.	Numemon, Sukamon, Nanimon
Random Poop Throw	75	120	All Enemies	Poison	Digimon randomly hurls a pile of poop.	Numemon, Sukamon, Nanimon
Quick Random Poop Throw	122	216	All Enemies	Poison	Digimon randomly hurls a big pile of poop.	Numemon, Sukamon, Nanimon
Giant Random Poop Throw	211	282	All Enemies	Confusion	Digimon randomly hurls big pile of poop.	Numemon, Sukamon, Nanimon
Ultimate Poop Bomb	333	333	All Enemies	Liquid Crystal	A big pile of poop falls from the sky.	Numemon, Sukamon



## Finishing Techniques

### Version One Finishing Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Description	Digimon
Pepper Breath	89	—	Long Distance	Digimon issues a small flame	Agumon
Electric Shock	92	—	Long Distance	Digimon employs an electric shock attack.	Betamon
Mega Flame	196	—	Long Distance	Digimon issues a huge flame.	Greymon
Blaze Breath	174	—	Long Distance	Digimon issues flaming breath.	Tyrannomon
Death Claw	180	—	Short Distance	Digimon uses a sharp talon to rip the enemy.	Devimon
Fireball	155	—	Long Distance	Digimon hurls a flaming clod.	Meramon
Spinning Needle	152	—	Long Distance	Digimon attacks with a spear.	Airdramon
Ice Blast	162	—	Long Distance	Digimon issues freezing breath.	Seadramon
Poop	100	—	Long Distance	Throws Poop.	Numemon
Giga Scissor Claw	215	—	Long Distance	Digimon fires a homing missile.	MetalGreymon
Smiley Bomb	225	—	Long Distance	Digimon fires bullets.	Mamemon
Lovely Attack	230	—	Long Distance	Hits the enemy with a heart-shaped projectile.	Monzaemon

### Version Two Finishing Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Description	Digimon
Blue Blaster	90	—	Long Distance	Digimon issues a small flame.	Gabumon
Super Thunder Strike	100	—	Long Distance	Digimon attacks with violent thunder.	Elecmon
Electro Shocker	170	—	Long Distance	Digimon throws a black ball.	Kabuterimon
Howling Blaster	183	—	Long Distance	Digimon attacks with flame.	Garurumon
Fist of Fate	166	—	Long Distance	Digimon attacks with a fist of light.	Angemon
Subzero Ice Punch	157	—	Short Distance	Digimon attacks with snowflakes.	Frigimon
Meteor Wing	158	—	Long Distance	Digimon attacks, wielding a wing of fire.	Birdramon
Blasting Spout	150	—	Long Distance	Digimon shoots ice arrows at high speed.	Whamon
Sweet Breath	130	—	Long Distance	Digimon issues an enchanting breath.	Vegiemon
Dark Shot	200	—	Long Distance	Fires a missile from back.	SkullGreymon
Energy Bomb	214	—	Long Distance	Digimon fires energy bullets.	MetalMamemon
Abduction Beam	222	—	Long Distance	Digimon issues mysterious lights.	Vademon

### Version Three Finishing Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Description	Digimon
Boom Bubble	85	—	Long Distance	Digimon launches bullets of air.	Batamon
Electric Thread	94	—	Long Distance	Digimon spits shards of lightening	Kunemon
Aerial Attack	153	—	Long Distance	Digimon strikes with concentrated rays of light.	Unimon
Solar Ray	167	—	Long Distance	Digimon employs a cannon to capture the enemy.	Centarumon
Pummel Whack	170	—	Long Distance	Digimon inflicts a powerful punch.	Ogremon
Dark Claw	143	—	Short Distance	Digimon throws a fist of darkness.	Bakemon
Hydro Pressure	155	—	Long Distance	Digimon sprays the enemy's head with water.	Shellmon
Drill Spin	150	—	Long Distance	Drill attack from below the earth.	Drimogemon
Party Time	100	—	Long Distance	Digimon hurls poop at the enemy.	Sukamon
Spiral Sword	210	—	Long Distance	Triggers cross-shaped swords.	Andromon
Deadly Bomb	260	—	Long Distance	Digimon employs powerful bombs.	Giromon
Love Serenade	202	—	All Enemies	Digimon croons love songs.	Etemon



## Version Four Finishing Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Description	Digimon
Spiral Twister	91	—	Long Distance	Digimon attacks with a charm of flame.	Biyomon
Poison Ivy	101	—	Short Distance	Digimon attacks with a poisoned tentacle.	Palmon
Volcanic Strike	160	—	Long Distance	Digimon shoots scorching bullets of fire.	Monochromon
Petra Fire	159	—	Long Distance	Digimon issues fiery breath.	Kokatorimon
Fist of the Beast King	170	—	Long Distance	Digimon throws an extremely powerful punch.	Leomon
Scissor Claw	172	—	Long Distance	Digimon attacks with sharp scissors.	Kuwagamon
Ice Fist	153	—	Short Distance	Digimon attacks with a fist protected by ice.	Coelamon
Bone Boomerang	148	—	Long Distance	Digimon throws a boomerang of bone.	Mojyamon
Poop	100	—	Long Distance	Digimon throws poop.	Nanimon
Rocket Attack	215	—	Long Distance	Digimon fires an infinite number of rocket missiles.	Megadramon
Bit Bomb	232	—	Long Distance	Digimon issues special bombs.	Piximon
Nightmare Syndrome	222	—	Long Distance	Digimon inflicts a nightmare.	Digitamamon

## PlayStation Original Finishing Techniques

Technique Name	Attack Strength	MP Used	Attack Range	Description	Digimon
Super Slap	91	—	Long Distance	Digimon inflicts consecutive slaps.	Penguimon
Koga Star	150	—	Long Distance	Digimon throws darts at the enemy.	Ninjamon
Ice Storm	211	—	Long Distance	Digimon freezes the enemy solid.	MegaSeadramon
Hi-Mega Blaster	213	—	Long Distance	Digimon discharges a laser beam in four directions.	HerculesKabuterimon
Crimson Flare	218	—	Long Distance	Digimon attacks, wielding a wing of fire.	Phoenixmon

## Items List

The following table lists all the Items you can find and buy in *Digimon World*, and describes their effects. How many can you find?

Item Name	Description	Additional Effects	Cost	Type	Usage	Sellable
Small Recovery Floppy	Recovers up to 500 HP	—	100	R	Anytime	Y
Medium Recovery Floppy	Recovers up to 1500 HP	—	500	R	Anytime	Y
Large Recovery Floppy	Recovers up to 5000 HP	—	1,000	R	Anytime	Y
Super Recovery Floppy	Full recovery of HP	—	2,500	R	Anytime	Y
MP Floppy	Recovers up to 500 MP	—	300	R	Anytime	Y
Medium MP Floppy	Recovers up to 1500 MP	—	800	R	Anytime	Y
Large MP Floppy	Recovers up to 5000 MP	—	2,000	R	Anytime	Y
Double Floppy	Recover 1500 HP and MP	—	1,500	R	Anytime	Y
Various Floppy	Cures Poison, Paralysis, Confusion, Liquid Crystalization	—	300	C	Battle	Y
Omnipotent Floppy	Cures all status errors and restores HP and MP	Status errors healed include Liquid Crystalization, Poison, Paralysis, and Confusion.	2,000	C/R	Anytime	Y
Protection Floppy	Protects against changes to Status in battle	Changes to status includes Poison, Paralysis, Confusion and Liquid Crystalization.	1,200	C	Battle	Y
Restore Floppy	Restores Digimon from knock out coma and recovers up to half of the Digimon's HP	Use during the knockout countdown.	4,000	C/R	Battle	Y
Super Restore Floppy	Restores Digimon from knock out coma, all status errors and recovers all HP	Use during the knockout countdown.	9,500	C/R	Anytime	Y
Bandage	Cures Injury and partial Sickness	Cures Injury 100% and Sickness 30% of the time.	200	C	Not in Battle	Y
Medicine	Cures Injury and Sickness	—	1,000	C	Not in Battle	Y
Offense Disk	Increases Offensive Power only during the battle used	Adds 20 points to stat the first time used. Stops at when stat reaches 999.	500	A	Battle	Y
Defense Disk	Increases Defensive Power during the battle it's used in	Adds 20 points to stat the first time used. Stops when stat reaches 999.	500	A	Battle	Y
Speed Disk	Increases Speed during the battle used	Adds 20 points to stat the first time used. Stops at when stat reaches 999.	500	A	Battle	Y
Omnipotent Disk	Increases all abilities only during the battle used	Adds 20 points to stat the first time used. Stops at when stat reaches 999.	3,000	A	Battle	Y
Super Offense Disk	Increases Offensive Power greatly, only during the battle used	Adds 50 points to stat the first time used. Stops at when stat reaches 999.	—	A	Battle	Y
Super Defense Disk	Increases Defensive Power greatly during the battle used	Adds 50 points to stat the first time used. Stops when stat reaches 999.	—	A	Battle	Y
Super Speed Disk	Increases Speed greatly, only during the battle used	Adds 50 points to stat the first time used. Stops when stat reaches 999.	—	A	Battle	Y
Auto Pilot	Instantly returns you to File City	Drops off Digimon south of Jijimon's home. Time is suspended during travel.	300	M	Battle	Y
Offense Chip	Adds 50 points to Digimon's max Offensive Power	Stops when stat reaches 999.	—	A	Not in Battle	Y
Defense Chip	Adds 50 points to Digimon's max Defensive Power	Stops when stat reaches 999.	—	A	Not in Battle	Y
Brain Chip	Adds 50 points to Digimon's max Brains	Stops when stat reaches 999.	—	A	Not in Battle	Y
Speed Chip	Adds 50 points to Digimon's max Speed	Stops when stat reaches 999.	—	A	Not in Battle	Y
HP Chip	Adds 500 points to Digimon's max Hit Points	Stops when stat reaches 999.	—	A	Not in Battle	Y
MP Chip	Adds 500 points to Digimon's max Magic Points	Stops when stat reaches 999.	—	A	Not in Battle	Y
Devil Chip A	Adds 100 points to Digimon's Offensive Power and Brains	Stops when stat reaches 999. Shortens Digimon's life span by 24 hours.	5,000	A	Not in Battle	Y
Devil Chip D	Adds 100 points to Digimon's Defensive Power and Speed	Stops when stat reaches 999. Shortens Digimon's life span by 24 hours.	5,000	A	Not in Battle	Y
Devil Chip E	Adds 1000 points to Digimon's HP and MP	Stops when stat reaches 999. Shortens Digimon's life span by 24 hours.	5,000	A	Not in Battle	Y



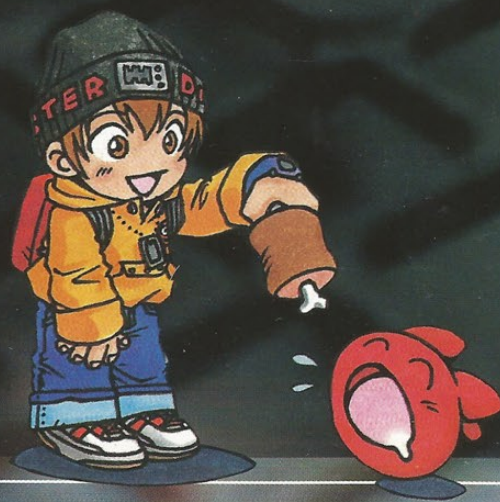
A = Ability Increase  
C = Curative  
D = Digivolve Tool  
F = Food Item  
M = Miscellaneous  
R = Restorative



Item Name	Description	Additional Effects	Cost	Type	Usage	Sellable
Portable Potty	A disposable toilet that can be used anywhere	Does not decrease Digimon's Body Weight.	300	M	Not in Battle	Y
Training Manual	Increases effects of training just by possessing it	—	50,000	M	Not in Battle	Y
Rest Pillow	Merely possessing it increases recovery strength during sleep	During sleep, increases recovery amount of HP, MP and Tiredness by 1.2 times.	1,000	M	Not in Battle	Y
Enemy Repellent	Enemies become unwilling to participate in battles with you when you have this	—	5,000	M	Not in Battle	Y
Enemy Bell	Enemies are drawn easily into battle with you	—	5,000	M	Not in Battle	Y
Healthy Shoe	Recovers a bit of HP and MP as Digimon walks	Increases MP and HP 5 points every second walked. You need only have these in inventory.	2,000	M	Not in Battle	Y
Meat	Makes the Digimon feel moderately full	Increases Body Weight by 1 point.	50	F	Not in Battle	Y
Giant Meat	Makes the Digimon feel quite full	Increases Body Weight by 2 points.	500	F	Not in Battle	Y
Sirloin	Makes Digimon feel very full	Increases Body Weight by 3 points, increases Happiness, and decreases Tiredness.	1,500	F	Not in Battle	Y
Super Carrot	Increases Training effects briefly	Decreases Body Weight by 2 points. For 6 hours, increases Attack, MP, and Intelligence points earned in Training by 1.2.	500	F	Not in Battle	Y
Hawk Radish	Increases Training effects briefly	Increases Body Weight by 3 points. For 6 hours, increases Defense, HP, and Speed points earned in Training by 1.2.	500	F	Not in Battle	Y
Spiny Green	Reduces Tiredness a great deal	Increases Body Weight by 1 point. Decreases Tiredness.	—	F	Not in Battle	Y
Digital Mushroom	Makes Digimon feel a little bit full	Increases Body Weight by 1 point.	—	F	Not in Battle	Y
Ice Mushroom	Increases Discipline a great deal	Increases Body Weight by 2 points and increases Discipline.	—	F	Not in Battle	Y
Deluxe Mushroom	Increases all abilities	Body Weight +4; Offense, Defense, Speed, and Brains +10; MP and HP +100	—	F	Not in Battle	Y
Digi-pine	Increases Training effects briefly	Body Weight +2. For 6 hours the effects of Training increase by 1.5.	—	F	Not in Battle	Y
Blue Apple	Increases Happiness a great deal	Body Weight +3; increases Happiness.	—	F	Not in Battle	Y
Red Berry	Increases Happiness and Discipline/Recovers Tiredness	Body Weight +2; increases Happiness and Discipline; decreases Tiredness.	—	F	Not in Battle	Y
Golden Acorn	Sell for a lot of money	Body Weight +4	—	F	Not in Battle	Y
Big Berry	Digimon feels full and gains a lot of weight	Body Weight +10	—	F	Not in Battle	Y
Sweet Nut	Complete HP recovery	Body Weight +2	—	F	Not in Battle	Y
Super Veggy	Complete MP recovery	Body Weight +2	—	F	Not in Battle	Y
Pricklypear	Decreases body weight	Body Weight -5	—	F	Not in Battle	Y
Orange Banana	Recovers both HP and MP completely.	Body Weight +2; recovers up to 1000 HP and MP.	—	F	Not in Battle	Y
Power Fruit	Increases Offensive Power by 20 points	Body Weight +2	—	F	Not in Battle	Y
Power Ice	Increases Defensive Power by 20 points	Body Weight +2	—	F	Not in Battle	Y
Speed Leaf	Increases Speed by 20 points	Body Weight +2	—	F	Not in Battle	Y
Sage Fruit	Increases Brains by 20 points	Body Weight +2	—	F	Not in Battle	Y
Muscle Yam	Increases HP by 200 points	Body Weight +2	—	F	Not in Battle	Y
Calm Berry	Increases MP by 200 points	Body Weight +2	—	F	Not in Battle	Y
Digital Anchovy	Makes the Digimon feel a little bit full	Body Weight +1	—	F	Not in Battle	Y
Digital Snapper	Makes the Digimon feel quite full	Body Weight +1	—	F	Not in Battle	Y
Digital Trout	Makes the Digimon feel very full	Body Weight +2	—	F	Not in Battle	Y
Digital Black Trout	Increases all abilities	Body Weight -2; Defense, Offense, Speed and Brains +1; MP and HP +10.	—	F	Not in Battle	Y
Digital Catfish	Makes the Digimon feel very full	Body Weight +5.	—	F	Not in Battle	Y
Digital Sea Bass	Completely recovers both HP and MP. Increases life span	Body Weight +4; life span +3 hours; 20% chance of Sickness.	—	F	Not in Battle	Y
Moldy Meat	Makes the Digimon feel somewhat full	Body Weight +2; 100% chance of Sickness.	—	F	Not in Battle	Y
Happy Mushroom	Increases Happiness (but Luck becomes bad)	Body Weight +1; increases Happiness; decreases Tiredness; 30% chance of Sickness.	—	F	Not in Battle	Y
Chain Melon	Provides various wonderful effects	life span + 20 hours; 5% chance of Sickness.	—	F	Not in Battle	Y
Grey Claws	Evolve into Greymon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Fireball	Evolve into Meramon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Flaming Wings	Evolve into Birdramon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Iron Hoof	Evolve into Centarumon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Mono Stone	Evolve into Monochromon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Steel Drill	Evolve into Drimogemon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
White Fang	Evolve into Tyrannomon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Black Wings	Evolve into Devimon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Spike Club	Evolve into Ogremom	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Flaming Mane	Evolve into Leomon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y

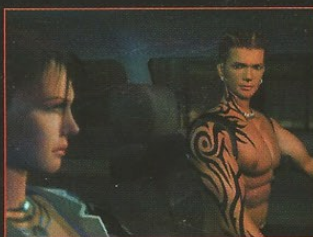
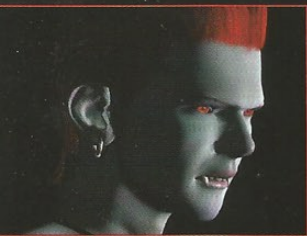


Item Name	Description	Additional Effects	Cost	Type	Usage	Sellable
White Wings	Evolve into Angemon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Torn Tatter	Evolve into Bakemon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Rainbowhorn	Evolve into Airdramon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Rooster	Evolve into Kokatorimon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Unihorn	Evolve into Unimon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Horn Helmet	Evolve into Kabuterimon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Scissor Jaws	Evolve into Kuwagamon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Fertilizer	Evolve into Vegiemon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Koga's Laws	Evolve into Ninjamon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Water Bottle	Evolve into Seadramon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
North Star	Evolve into Whamon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Red Shell	Evolve into Shellmon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Hard Scale	Evolve into Coelamon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Blue Crystal	Evolve into Garurumon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Ice Crystal	Evolve into Frigimon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Hair Grower	Evolve into Mojaymon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Sunglasses	Evolve into Nanimon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Metal Parts	Evolve into MetalGreymon	Automatic refusal except when given to a Rookie form Digimon.	—	D	Not in Battle	Y
Fatal Bone	Evolve into SkullGreymon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Cyber Parts	Evolve into Andromon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Mega Hand	Evolve into Megadramon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Silver Ball	Evolve into Mamemon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Metal Armor	Evolve into MetalManemon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Chainsaw	Evolve into Giromon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Small Spear	Evolve into Piximon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
X Bandage	Evolve into Monzaemon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Ray Gun	Evolve into Vademon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Gold Banana	Evolve into Etemon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Mystic Egg	Evolve into Digitamamon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Red Ruby	Evolve into Phoenixmon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Beetlepearl	Evolve into HerculesKabuterimon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Coral Charm	Evolve into MegaSeadramon	Automatic refusal except when given to a Champion form Digimon.	—	D	Not in Battle	Y
Blue Flute	Proof of Seadramon's friendship	—	—	D	Not in Battle	Y
Leomon's Stone	A stone tablet left by Leomon's ancestors	Used exclusively in an Event.	—	M	Not in Battle	N
Mansion Key	Key to the Gray Lord's Mansion	Used exclusively in an Event.	—	M	Not in Battle	N
Gear	Mystery Item	Used exclusively in an Event.	—	M	Not in Battle	N
Rain Plant	Recovers 1000 MP, and other uses	Used in an Event.	—	M	Not in Battle	N
Steak	Makes the Digimon feel very full	Used in an Event. Body Weight +0; recovers up to 1000 HP.	—	R	Not in Battle	Y
Refrigerator Key	A key to open the refrigerator	Used exclusively in an Event.	—	M	Not in Battle	N





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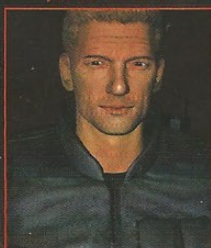
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MIRA SWISH



JULES DOORS



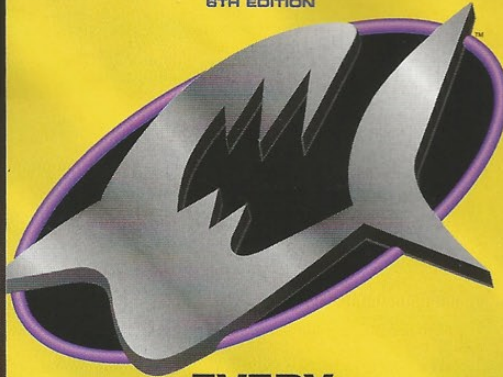
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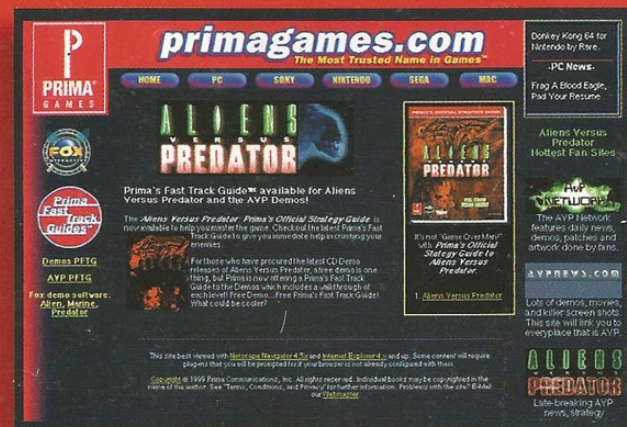
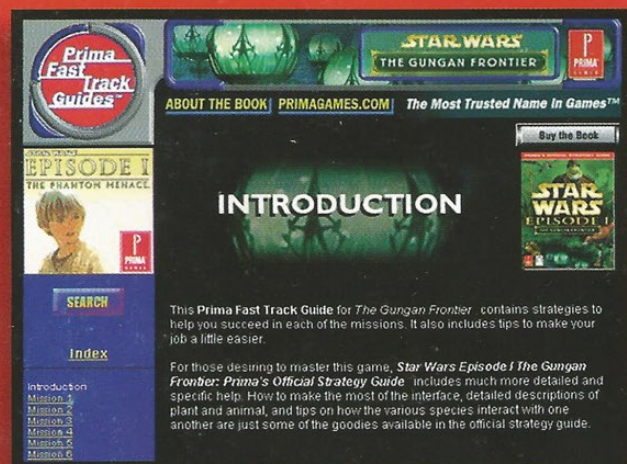
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# MetalGreymon

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DW-01

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Devimon + Digivice  
Veedramon + Digivice



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DEFEND



**450**  
GIGA BLASTER



**410**  
MEGA CLAW

**Android Digimon**

Virus

Special Ability: Fly

082882/100000

**SCORE R:100 C:100 U:100 M:200**



The Secret to Learning Techniques - Finally Uncovered

quote Romsstar

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Ok, this might be a decade too late but I was playing around with the Game Code the other day and guess what I found:

The Mechanics to learning techniques.

Now let me explain:

Every Digimon has Natures.  
The first, the second, third you know.

Like Agumons first Nature is fire and Agumons lacking a second which makes battle it's third since the third one can't be skipped. Either you have 1, 2 and 3 or you have only 1 or 1 and 3.

Let's illustrate this on a concrete example:

Let's say youw want to learn fire tower.

Example 1:

Fire Tower

If Fire is your first nature, the chances of learning it in battle:  
**2 5 & # 6 5 2 8 5 ;**

But if Fire is your second Nature it is only **1 6 & # 6 5 2 8 5 ;**  
and with your third Nature it is even only **1 1 & # 6 5 2 8 5 ;**

Now basically if you want to learn a technique which belongs to your third Nature that sucks because the chance is rather low, but in some cases it is even worse than low:

Example 2:

Let's say we want to learn Melttdown.  
Why? Because it is a badass technique. But sometimes difficult to learn.

So let's see what the game says.

Now if Fire is your first Nature, probability to learn it in a fight is **1 4 & # 6 5 2 8 5 ;**

Not very cool but not impossible.

Case it is your second nature, we are stuck with merely **6 & # 6 5 2 8 5 ;**

But here comes the kicker: If it is your third nature it is **0 & # 6 5 2 8 5 ;** What does this means? A technique your digimon could POTENTIALLY learn is NOT learnable because it is impossible.

Now let me make things clear, a technique that can't be learned in battle certainly can't be learned in training as well.

For example if you want to use Buster Dive with your Metalgreymon, you have to learn it for e.g with Tyrannomon first, otherwise your Metalgreymon can't learn it.

Why is is though sometimes easier to learn a technique from Bosses than from normal Enemy Digimon?

We have two factors applying here. First of all, the Frequency Rate for certain techniques is an awful lot higher. While this doesn't affect your chances by much it does have an effect.

But what is more important, your chances rise if the digimon using the technique you wanna learn has this technique as THEIR first nature as well.

So if a technique you want to learn belongs to your first nature, and the digimon you want to learn it from has the same element as its first nature, your chances are very good to learn it.

so forget about training your brains till its maxed out, won't give you anything.

I might post a whole table of probability if the interest is high enough.  
I can also provide the techinal prove with the programming code if someone is doubting the accurance of what I say.

More:

quote Romsstar

Additional Information:

- Either 50 or 999 IQ, chances to learn the Technique remain the same
- The Quantity a technique was used in a battle is not relevant.
- It is not even relevant if the technique hit or got performed completely as long as there was an ATTEMPT to perform it.
- The Question IF you learned the technique remains undecided till your Enemy (or well you) hits 0 HP.

Ultimately:

If you used "Your Order" in one fight and got a new technique,  
you reset the same fight but press your order less or just alter your battle behaviour from the fight before you might not learn the technique anymore.

On the other hand, if you did nothing in the first fight (like just watching), learned a technique, you reset and behave exactly the same, the chance that you learn this technique again are 100%.

The Game takes the expression "Nothing is decided till the end of the war" pretty literal, since it is not decided before but after the fight whether you learned the technique or not.

New Information

quote LeLicorne

Judging by experience, this appears to be true. Your digimon seems to learn much more easily techs of his 1st specialty and much harder techs of 2nd and 3rd specialty. Furthermore, it could very well be as Rommstar has said; that the enemy's specialty(ies) also influence the learning of techs.

What I am also 100% sure is that the probability rate of learning techs is increased almost twice as much (if not more) when fighting "boss" digimon. This I have tested and proven myself and I'm pretty sure it would be pretty apparent to any long-time DW1 player.

What I'd just like to add is this: as long as the enemy HAS/knows the tech, it doesn't matter if he uses it or not, you can learn it all the same. The number of times the enemy uses a tech DOES NOT affect anything at all. You can learn techs by defeating enemies in one hit without letting them perform any attack whatsoever and still learn the techs. I am also 100% sure of this.

I tried to learn Ultra Poop Hell with an Etemon once. I battled PlatinumSukamon over 200 times, quite literally. I never learned it with Etemon. I thought it was some kind of glitch at first. I tried resetting the game several times and tried different battle tactics to no avail. So I eventually gave up after spending so many hours and days without success.

Once I got a Sukamon, I decided to give it another try. I learned Ultra Poop Hell on my 5th try.

Etemon's 1st specialty is Battle, and his 2nd is Filth (which in this case would count as the 3rd, if Rommstar is correct--meaning even less probability of learning).

Sukamon's 1st (and only) specialty is Filth.

Question 01: So **2 5 & # 6 5 2 8 5** means about 0.04%?

Answer 1: Oh, I didn't notice... **2 5 & # 6 5 2 8 5** means simply 25%... my computer messed up ASCII... every **& # 6 5 2 8 5** (without spaces) you see means %.

+++++++Probability Table for Battles+++++++

Fire

Fire Tower 25% 16% 11%  
Prominence Beam 17% 10% 5%  
Spitfire 30% 22% 15%  
Red Inferno 20% 12% 7%  
Magmabomb 22% 14% 9%  
Heat Wave 28% 19% 19%  
Infinity burn 15% 8% 0%  
Melttdown 14% 6% 0%

Battle

Tremar 18% 8% 0%  
Muscle Charge 19% 9% 8%  
War Cry 22% 15% 10%  
Sonic Jab 26% 19% 14%  
Dynamite Kick 24% 17% 12%  
Counter 20% 11% 8%  
Megaton Punch 21% 13% 9%  
Buster Dive 16% 7% 0%

Air

Thunder Justice 13% 9% 0%  
Spinning Shot 22% 14% 10%  
Electric Cloud 32% 19% 15%  
Megalo Spark 18% 13% 8%  
Static Elect 36% 21% 17%  
Wind Cutter 26% 16% 13%  
Confused Storm 15% 11% 7%  
Hurricane 12% 8% 0%

Earth

Poison Powder 26% 19% 14%  
Bug 12% 8% 0%  
Mass Morph 23% 15% 12%  
Insect Plague 24% 16% 13%  
Charm Perfume 18% 12% 9%  
Poison Claw 28% 22% 16%  
Danger Sting 27% 20% 15%  
Green Trap 14% 10% 0%

Ice

Giga Freeze 17% 10% 5%  
Ice Statue 15% 8% 0%  
Winter Blast 20% 12% 7%  
Ice Needle 30% 15% 8%  
Water Blitz 20% 10% 5%  
Aqua Magic 22% 14% 9%  
Aurora Freeze 14% 6% 0%  
Teardrop 30% 22% 15%

Mech

Power Crane 40% 30% 22%  
All Range Beam 16% 13% 0%  
Metal Sprinter 35% 27% 18%  
Pulse Laser 28% 21% 13%  
Delete Program 20% 14% 10%  
DG Dimension 15% 12% 0%  
Full Potential 25% 17% 11%  
Reverse Program 32% 24% 15%

Filth

Odor Spray 24% 14% 9%  
Poop Speed Toss 23% 13% 8%  
Big Poop Toss 15% 10% 5%  
Big Random Toss 11% 8% 0%  
Poop Random Toss 21% 12% 7%  
Random Speed Toss 20% 11% 6%  
Horizontal Kick 25% 16% 10%  
Ultimate Poop Hell 9% 7% 0%

More informons coming soon.

Edit: Jun 10, 12 11:10



Digimon World Techniques Guide  
Ver. 0.7  
December 2, 2000  
Adam Cochran  
dartanel@hotmail.com

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6. Thanks  
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0. Version History  
Ver 0.1 First Draft. I loaded up my gameshark and plopped  
in the code for all techs, copied down the tech chart and am  
filling in the blanks from personal observation.  
  
Ver 0.2 Finally saw Pulse Laser in action, and added info for  
meltdown.  
  
Ver 0.3 Got info for infinity burn and Delete Program. Started  
area-by-area guide.  
  
Ver 0.4 Minor revisions, added more sections to Area Guide.  
  
Ver 0.5 More minor revisions.  
  
Ver 0.6 More than halfway done. But I think I'm a lot closer than that,  
ne? :) Fixed a glaring error and completed the list of where to find  
what monsters. Added the how to learn techs section.  
  
Ver 0.7 Finally got a virus ultimate so I could play through Grey  
Lord's Manor. Filled out a bunch of info there, plus someone let me  
in on some dirty little secrets that let me fill out my filth tech  
section. :)

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1. Learning Techs

Learning techs is fairly straightforward, but not exactly easy. Learning  
techs is a function of the mon's brains stat. When the  
digimon's brains stat reaches the high x40s, it becomes eligible to  
learn a tech. Your mon can only learn techs that are blue squares in  
its tach selection grid. It can learn a tech in one of two ways:  
Training in either the green gym classroom, or training with Cherrymon  
in misty trees. The chances with cherrymon are higher than with the  
green gym classroom, but they are not high in either case. Also, the  
tech you learn is random, but if you only have one left to learn, that  
really doesn't become an issue.  
Having the tech used against you in battle. This is the most reliable  
way of learning techs, but still not guaranteed. With your brains stat  
at the requisite level, enter battle with a monster that uses that tech.  
If the monster uses the tech on you that you are eligible to learn, you  
have a chance to learn it.  
There are other ways to learn some techs. You can be taught a tech by  
the kabuterimon in beetle land if you take a monster with high stats to  
him. Seadramon in dragon lake gives you the option to learn an ice tech  
when you catch him by fishing (this can be repeated so long as you do  
not ask to be friends)

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2. Reference Chart

	1	2	3	4
Fire	Fire Tower	Prominence Beam	Spit Fire	Red Inferno
Battle	Tremar	Muscle Charge	War Cry	Sonic Jab
Air	Thunder Justice	Spinning Shot	Electric Cloud	Megalo Spark
Earth	Poison Powder	Bug	Mass Morph	Insect Plague
Water	Giga Freeze	Ice Statue	Winter Blast	Ice Needle
Mech	Power Crane	All-Range Beam	Metal Sprinter	Pulse Laser
Filth	Odor Spray	Poop Spd Toss	Big Poop Toss	Big Rnd Toss

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	5	6	7	8
Fire	Magma Bomb	Heat Laser	Infinity Burn	Meltdown
Battle	Dynamite Kick	Counter	Megaton Punch	Buster Dive
Air	Static Elect	Wind Cutter	Confused Storm	Hurricane
Earth	Charm Perfume	Poison Claw	Danger Sting	Green Trap
Water	Water Blit	Aqua Magic	Aurora Freeze	Tear Drop
Mech	Delete Program	DG Dimension	Full Potential	Reverse Program
Filth	Poop Rnd Toss	Rnd Rnd Spd Toss	Horizont- al Kick	Ult Poop Hell

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3. Tech Writeups  
a. Fire Techs  
1 Name: Fire Tower  
Power: 155  
MP Cost: 81  
Range: Long  
Special: Stun  
Comments: Digimon raises up and a pillar of flame shoots up from  
under the target. Can be knocked out of it easy in mob battles  
or by enemies with fast techs, but never misses, and is rarely  
blocked.  
How to get it: Most varieties of Agumon, except the Snow Agumon,  
use it frequently

2 Name: Prominence Beam  
Power: 444  
MP Cost: 183  
Range: Long  
Special: Flat  
Comments: Humanoid Digimon fire this searing beam kamehameha  
style, others breathe it out after a strong inhale. Somewhat  
long charge-up time gives medium and fast techs plenty of time  
to interrupt the attack, but if they're not on the ball,  
prominence beam toasts them.  
How to get it: Blue Meramon in the Ice Sanctuary use this almost  
exclusively. Other strong fire digimon like Vermilimon and Saber-  
dramon use this attack occasionally.

3 Name: Spit Fire  
Power: 66  
MP Cost: 30  
Range: Long  
Special:  
Comments: The basic fire tech is a quick spit of a relatively slow  
fireball. Near-impossible to interrupt, but easy to dodge at  
range.  
How to get it: Comes free with most fire digimon.

4 Name: Red Inferno  
Power: 210  
MP Cost: 171  
Range: Wide-area  
Special:  
Comments: Digimon rears back and breathes a spray of fire. Can be  
interrupted by a quick attack. The Initial stream is concentrated  
on one target, but once it hits it fans out to hit other digimon  
behind the enemy.  
How to get it: Most mid-level fire digimon use this. Vermilimon,  
tankmon, more powerful agumon types, and boss digimon like  
greymon and tyrannomon.

5 Name: Magma Bomb  
Power: 279  
MP Cost: 132  
Range: Long  
Special: Confusion  
Comments: Digimon rears back and tosses a ball of magma which  
homes in on the target and explodes. Enough time spent charging  
to interrupt the attack, but once it's in the air, there's no  
escape but to block it.  
How to get it: Any one of the multitudes of Goburimon that infest  
the central areas of file island.

6 Name: Heat Laser  
Power: 84  
MP Cost: 105  
Range: Wide-area  
Special: Flat  
Comments: Digimon rears back and a red zone grows around him,  
which bursts to cover the screen, damaging all nearby enemies.  
There's a significant time in which the attack can be inter-  
rupted, but otherwise faster than most wide-area attacks.  
How to get it: Vermillimon in the Dino Region use this rarely, as  
do the Darkrizamon in Overdell.

7 Name: Infinity Burn  
Power: 488  
MP Cost: 264  
Range: Wide-area  
Special: Stun  
Comments: An extreme version of Fire Tower. A bit slower to start,  
but area-effect and more powerful.  
How to get it: Only powerful boss fire digimon like metal greymon use  
this in battle, so your best bet will be by training brains.

8 Name: Meltdown  
Power: 400  
MP Cost: 318  
Range: Wide-Area  
Special: Stun  
Comments: The digimon surrounds itself in a pool of lava, then  
jumps up and nearby enemies get hit. A bit slow on the startup,  
but effective nonetheless.  
How to get it: Vermillimon in Mt. Infinity prefer this attack. Other  
vermilimon use this rarely.  
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b. Battle Techs  
1 Name: Tremar  
Power: 178  
MP Cost: 168  
Range: Wide-Area  
Special:  
Comments: Digimon hits the ground and boulders go in all dir-  
ections. Quick but avoidable.  
How to get it: In your multiple battles with Ogremom. Nise drimogemon  
in gear savannah and vermilimon both use this attack rarely.

2 Name: Muscle Charge  
Power: 0  
MP Cost: 66  
Range: User  
Special: Increases Attack power by large amount.  
Comments: You are vulnerable while using this tech, but the attack  
can't be stopped.  
How to get it: Mud Frigimon on Mt. Panorama, Rockmon in Mt.  
Infinity, or all varieties of Agumon.

3 Name: War Cry  
Power: 0  
MP Cost: 42  
Range: User  
Special: All stats go up by a small amount (still more than an  
Omni Disk gives you)  
Comments: Like muscle charge, you can be hit while using this, but  
it still goes off.  
How to get it: Safest way is from the Psychemon that roam Gear  
Savannah. Many other digimon with battle techs use this.

4 Name: Sonic Jab  
Power: 52  
MP Cost: 18  
Range: Short  
Special:  
Comments: Quick, very quick. If you're close, you can stop most  
attacks with this.  
How to get it: Comes free with most fighting digimon.

5 Name: Dynamite Kick  
Power: 193  
MP Cost: 99  
Range: Short  
Special: Stun  
Comments: Digimon Kicks with both legs. Medium speed.  
How to get it: Safest place if from the J-Moyjamon or Tsukaimon in  
Tropical Jungle.



6 Name: Counter  
Power: 285  
MP Cost: 165  
Range: Short  
Special: Confusion  
Comments: You can't really attack with this, but if your digimon has it and blocks a short-range attack, he will sometimes grab the attacker and hit them with this.  
How to get it: Got mine by training brains, so can't say for sure.

7 Name: Megaton Punch  
Power: 320  
MP Cost: 186  
Range: Short  
Special: Stun  
Comments: The wind-up... and the smash! A bit slow to charge but devastating, even damaging blocking opponents.  
How to get it: The Gatsumon at Great Canyon use this almost exclusively.

8 Name: Buster Dive  
Power: 500  
MP Cost: 258  
Range: Long  
Special: Confusion  
Comments: Digimon Charges up and dashes forward, exploding into their foe. Totally devastating attack, but difficult to hit with between inaccuracy and charge time.  
How to get it: Most people recommend the Hyogamon in Freezeland. Also, Gotsumon in Great canyon use this attack on occasion, but I've had little success in learning it from them.

\*\*\*\*\*  
c. Air Techs  
1 Name: Thunder Justice  
Power: 586  
MP Cost: 330  
Range: Long  
Special: Stun  
Comments: Digimon Sends a bolt skyward, which comes down of the foe, hard. Short time to inturrupt the attack, and cannot dodge. Most foes can at least trade hits while waiting for the lightning to strike, however.  
How to get it: Digitamamon, Machinedramon, and Waruseadramon use it. Soulmon in Grey Lord's manor use it as well.

2 Name: Spinning Shot  
Power: 389  
MP Cost: 150  
Range: Long  
Special:  
Comments: Digimon spins for a vulnerable moment, then three wind blades come out. Strong attack and can hit two and sometimes three enemies, but that vulnerable moment is my only objection to it.  
How to get it: The best bet is the Sand Yanmon in Great Canyon.

3 Name: Electric Cloud  
Power: 120  
MP Cost: 69  
Range: Long  
Special: Stun  
Comments: After a short charge up, a charged cloud floats onto the enemy. Can't be dodged, but otherwise weak.  
How to get it: The Modoki Betamon use this enough that you should have no trouble learning it.

4 Name: Megalo Spark  
Power: 382  
MP Cost: 174  
Range: Long  
Special: Stun  
Comments: Digimon quickly charges up a ball of electricity which flies straight at the enemy great for stand-up fights, but if the opponent is on the move it misses often. But for a stand-up fight, it's hard to beat.  
How to get it: Safest place if from the Soulmon in Overdell Cemetery.

5 Name: Static Elect  
Power: 85  
MP Cost: 45  
Range: Short  
Special: Stun  
Comments: Digimon charges up for half a second and tazers his foe. The charge up gives most digimon a chance to walk out of range.  
How to get it: Comes with most air-type digimon.

6 Name: Wind Cutter  
Power: 178  
MP Cost: 93  
Range: Long  
Special:  
Comments: Digimon Quickly flies up and sends a razor disk at the foe. Quick but mid-power.  
How to get it: Most low-level air-type digimon use this often.

7 Name: Confused Storm  
Power: 225  
MP Cost: 216  
Range: Wide-area  
Special: Confusion  
Comments: A colorful swirl fills the screen, then rainbow waves emanate from the digimon and hit the foes. The time before the rainbow waves is ample opportunity to interrupt the attack.  
How to get it: The Piddomon in Mt. Infinity are the only non-boss to use this attack with any frequency (good luck)

8 Name: Hurricane  
Power: 366  
MP Cost: 255  
Range: Wide-area  
Special: Confusion  
Comments: The digimon flies into the air, forms a tornado around intself, begs the opponent to interrupt the attack for a couple seconds, then punishes them for their ineptitude by hitting them with a powerful wave of air.  
How to get it: The Sand Yanmon in Great Canyon use this along with spinning shot often.

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d. Earth Techs  
1 Name: Poison Powder  
Power: 117  
MP Cost: 171  
Range: Wide-Area  
Special: Poison  
Comments: Digimon sprays a bunch of little pink balls into the air, which come down and hit all other digimon. Hard to defend against.  
How to get it: Most low level plant digimon use this often. Especially the Arurumon and Red Vegimon in native forest.

2 Name: Bug  
Power: 500  
MP Cost: 354  
Range: Long  
Special: Flat  
Comments: Digimon realeases several bugs, one of which crawls up target's back and explodes.  
How to get it: Bring a digimon with at least 500 speed and defense to Bettle Land, talk to one of the Kabuterimon there and he will teach this to you (may also need 500 brains and offense, but I didn't have to train those up while I was there, so I can't say for sure.) Also the tentomon in beetle land use this attack.

3 Name: Mass Morph  
Power: 0  
MP Cost: 30  
Range: User  
Special: Raises all stats by a small amount, defense by a large amount.  
Comments: Like all stat boosters, you are vulnerable while the ani-mation goes on, but the stat boost can't be stopped.  
How to get it: The Weedmon in Great Canyon use this a good deal.

4 Name: Insect Plague  
Power: 58  
MP Cost: 96  
Range: Long  
Special: Poison  
Comments: A pink cloud slowly floats toward the enemy. When they touch it, they pause, then take damage.  
How to get it: Higher level insect digimon use this. Like the yanmon in geko swamp, and the tentomon in Bettle Land.

5 Name: Charm Perfume  
Power: 180  
MP Cost: 210  
Range: Wide-Area  
Special: Confusion  
Comments: A pink cloud slowly spreads out and damages all nearby digmon.  
How to get it: Red Vegiemon use this often enough.

6 Name: Poison Claw  
Power: 62  
MP Cost: 51  
Range: Short  
Special: Poison  
Comments: Digimon walks up, hits the opponent, and they sometimes get poisoned. Fast attack.  
How to get it: Basic attack for most plant-type digimon.

7 Name: Danger Sting  
Power: 157  
MP Cost: 102  
Range: Short  
Special: Flat  
Comments: Digimon hits foe. Fast attack. You can tell this attack from poison claw by a high-pitched noise preceding the strike.  
How to get it: Used by most low level insect digimon.

8 Name: Green Trap  
Power: 310  
MP Cost: 147  
Range: Long  
Special: Stun  
Comments: A trail of roots sprouts between attacker and target. When it reaches target, a mass of brambles sprouts around him. Tough to dodge, and stuns often.  
How to get it: Weedmon in Great Canyon uses this.

\*\*\*\*\*  
e. Water Techs  
1 Name: Giga Freeze  
Power: 264  
MP Cost: 120  
Range: Long  
Special: Stun  
Comments: Ice breath with enough of an inhale to break the attack during.  
How to get it: The Gururumon of Ice Sanctuary and Mt. Infinity favor this attack. Also Ice devimon like this attack.

2 Name: Ice Statue  
Power: 424  
MP Cost: 186  
Range: Long  
Special: Stun  
Comments: The digimon points at their enemy and it's quickly encased in ice.  
How to get it: Ice Devimon in Freezeland uses this a lot. As do most powerful ice digimon.

3 Name: Winter Blast.  
Power: 120  
MP Cost: 169  
Range: Wide-Area  
Special: Stun  
Comments: The digimon twirls in the air and a blizzard covers the screen, which hits all other digimon a second later. Near-impossible to inturrupt, impossible to dodge.  
How to get it: Most Ice digimon use this.

4 Name: Ice Needle  
Power: 126  
MP Cost: 78  
Range: Long  
Special: Stun  
Comments: A quick but weak attack with a dagger of ice.  
How to get it: Most weaker ice digimon use this.

5 Name: Water Blit  
Power: 211  
MP Cost: 102  
Range: Long  
Special:  
Comments: A strong, but slow attack where the digimon charges up and spit a ball of water.  
How to get it: Easiest place if from the J-Moyjamon of Tropical Jungle.

6 Name: Aqua Magic  
Power: 0  
MP Cost: 36  
Range: User  
Special: Raises all stats.  
Comments: This attack is easily mistaken for war cry. The difference is that droplets of water rise up around the digimon instead of balls of light.  
How to get it: Gururumon use this attack a lot, as do the Mori shellmon in Misty Trees.

7 Name: Aurora Freeze  
Power: 430  
MP Cost: 258  
Range: Wide area  
Special: Flat  
Comments: Digimon charges up for way too long, during which sparkles of light are drawn toward him and then are shot up into the sky. Then an aurora appears and all other digimon are struck down.  
How to get it: Rockmon in Mt. Infinity try to use this alot, if you can keep your digimon from attacking him long enough. Also waruseadramon in the second battle with ogremon loves this attack.

8 Name: Tear Drop  
Power: 60  
MP Cost: 42  
Range: Long  
Special: Flat  
Comments: Digimon summons up a drop of water above your head, which then falls on you. Can be dodged, but is tough. Tough also to interrupt.  
How to get it: Arugamon in tropical jungle like this one. It also comes with most water digimon.

\*\*\*\*\*  
f. Mech Techs  
1 Name: Power Crane  
Power: 226  
MP Cost: 126  
Range: Long  
Special:  
Comments: Digimon rears back and sends a huge mechanical arm at foe. If enemy moves while charging up, they will likely avoid it, but otherwise accurate enough.  
How to get it: Guardromon in Factorial Town.

2 Name: All Range Beam  
Power: 573  
MP Cost: 330  
Range: Wide-Area  
Special:  
Comments: This attack is a true room-clearer. Impossible to iterrupt (though you are vulnerable while the attack is happening), wide area, and horribly powerful. There are safe spots at longer ranges, but most digimon will suffer for being there to see this one.  
How to get it: The guardromon inside Factorial town factory use this one.

3 Name: Metal Sprinter  
Power: 150  
MP Cost: 165  
Range: Wide-Area  
Special:  
Comments: Digmon summons a pile of junk and sends it in all directions. Quick enough, but can be interrupted and dodged.  
How to get it: Comes with most Mech digimon.

4 Name: Pulse Laser  
Power: 389  
MP Cost: 168  
Range: Long  
Special:  
Comments: A swarm of little blue pulses fan out and converge on the target. The attack can be broken while the digimon is charging up, but this is difficult. The attack can hit nearby bystanders as it fans out to home in on the target. An excellent attack.  
How to get it: Metal Mammemon is the only digimon to use this out-side of a tournament, but he uses it enough that if you can, you will most likely learn it.

5 Name: Delete Program  
Power: 430  
MP Cost: 219  
Range: Long  
Special: Flat  
Comments: A stream of data wraps around the target and they take damage. Quick to come out, but a good window to break the attack exists while the data is circling around.  
How to get it: Giromon uses this attack, and is the only digimon to use it with any frequency out of tournaments.

6 Name: DG Dimension  
Power: 722  
MP Cost: 420  
Range: Wide Area  
Special:  
Comments: Attacker summons all digimon into a wireframe world where floating cubes redefine pain. Can be interrupted if other digimon are fast, but otherwise they're in for a whole new world of suffering.  
How to get it: Giromon and Machinedramon use this one. Otherwise you have to learn it by training your brains stat and praying.

7 Name: Full potential  
Power: 0  
MP Cost: 99  
Range: User  
Special: All stats rise by a large amount.  
Comments: Several gears swirl out from underneath the digimon. Digimon is vulnerable while this is happening, but it's already too late to stop the stat boost.  
How to get it: Machinedramon uses this in the rematch in back dimension. If you miss it, you will most likely have to get it from training.

8 Name: Reverse Prog  
Power: 256  
MP Cost: 297  
Range: Long  
Special: Flat  
Comments: Two meters and various other data surround attacker and target. When meter counts off around target, they take damage. Easy to interrupt, can't dodge, and almost impossible to block.  
How to get it: Giromon uses this as his primary attack. Tekkamon in Grey Lord's Manor also uses this. Both mons, however, are bosses, so if you miss it then, you'll likely have to get it by training brains.



g. Filth Techs  
1 Name: Odor Spray  
Power: 88  
MP Cost: 75  
Range: Long  
Special: Stun  
Comments: Digimon breathes brown clouds at target.  
How to get it: Used often by the Geremon.

2 Name: Poop Spd Toss  
Power: 122  
MP Cost: 96  
Range: Long  
Special: Poison  
Comments: Digimon tosses a small pile of poop at target.  
How to get it: Geremon and Platinum Sukamon use this.

3 Name: Big Poop Toss  
Power: 211  
MP Cost: 192  
Range: Long  
Special: Confusion  
Comments: Digimon creates a large pile of poop and tosses it on the target's head.  
How to get it: Geremon and Platinum Sukamon use this.

4 Name: Big Rnd Toss  
Power: 211  
MP Cost: 282  
Range: Wide area  
Special: Confusion  
Comments: Digimon creates a large pile of poop and tosses it on the target, the pile then explodes into several smaller piles which fan out in all directions.  
How to get it: Geremon and Platinum Sukamon use this.

5 Name: Poop Rnd Toss  
Power: 75  
MP Cost: 120  
Range: Wide-Area  
Special: Poison  
Comments: Digimon creates a small pile of poop and tosses it in the air. It spreads out and hits digimon in the area.  
How to get it: One of the Geremon inside factorial town factory use this.

6 Name: Rnd Spd Toss  
Power: 122  
MP Cost: 216  
Range: Wide Area  
Special: Poison  
Comments: Digimon creates a small pile of poop and tosses it at the target. The pile of poop explodes into several other piles which spray in all directions.  
How to get it: Geremon and Platinum Sukamon use this.

7 Name: Horizontal Kick  
Power: 53  
MP Cost: 24  
Range: Short  
Special:  
Comments: Digimon turns sideways and kicks foe with a spray of odor.  
(Should this be renamed gas attack? :)  
How to get it: Basic attack for filth digimon.

8 Name: Ult Poop Hell  
Power: 333  
MP Cost: 333  
Range: Wide Area  
Special: Flat  
Comments: Several large piles of poop fall from the sky around the target. Then a giant pile lands right on them. Relatively easy to interrupt, as the target can break the attack while the smaller poops are falling.  
How to get it: One of the platinum sukamon inside factorial town factory uses this.

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4. Area by Area Guide  
File City  
Day (Digimon Bridge area, not always there)  
Aruramon: Tear Drop, Poison Powder, Poison Sting  
Night  
Tsukaimon: Sonic Jab, Dynamite Kick, Static Elect, Wind cutter  
Boss  
Greymon: Red Inferno, Spit Fire,  
Airdramon:  
\*\*\*\*\*  
Native Forest  
Day  
Modoki Betamon: Static Elect, Electric Cloud, Water Blit (rare)  
Red Vegiemon: Poison Claw, Poison Powder, Danger Sting  
Aruramon: Tear Drop, Poison Powder, Poison Claw  
Goburimon: Sonic Jab, Magma Bomb, Megaton Punch  
Night  
Dokunemon: Poison Claw, Danger Sting  
Goburimon: Sonic Jab, Magma Bomb, Megaton Punch  
Boss  
Agumon: Spit Fire, Sonic Jab  
Kunemon: Static Elect, Electric Cloud  
Palmon: Poison Powder, Tear Drop, Poison Claw  
\*\*\*\*\*  
Tropical Jungle  
Day  
Aruramon: Tear Drop, Poison Claw, Poison Powder  
Muchomon: Dynamite Kick, Ice Needle, Poison Claw  
Yanmon: Wind Cutter, Static Elect, Electric Cloud, Danger Sting  
Red Vegiemon: Poison Claw, Poison Powder, Danger Sting  
Night  
J-Moyjamon: Sonic Jab, Dynamite Kick, Water Blit  
Tsukaimon: Sonic Jab, Static Elect, Wind Cutter, Dynamite Kick  
Boss  
Piximon: Confused Storm, Megalo Spark, Bug  
\*\*\*\*\*  
Mangrove Region  
Day  
Yanmon: Wind Cutter, Danger Sting, Rolling Cutter  
Muchomon: Dynamite Kick, Poison Claw, Ice Needle  
Modoki Betamon: Static Elect, Electric Cloud, Danger Sting  
Night  
J-Moyjamon: Dynamite Kick, Water Blit, Sonic Jab

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Ancient Dino Region  
Day  
Vermilimon: Spit Fire, Magma Bomb, Heat Laser  
Yanmon: Rolling Cutter, Danger Sting, Wind Cutter  
Night  
Vermilimon: Spit Fire, Magma Bomb, Heat Laser  
Yanmon: Rolling Cutter, Danger Sting, Wind Cutter  
Boss  
Tyrannomon: Red inferno, Fire tower, magma bomb  
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Speedy Time Zone:  
Day  
Gotsumon: Megaton Punch, Sonic Jab, Buster Dive  
Saberdramon: Spinning Shot, Wind Cutter, Prominence Beam  
Night  
Gotsumon: Megaton Punch, Buster Dive, Sonic Jab  
Darkrizamon:  
Boss  
Meteoromon: Meltdown,  
\*\*\*\*\*  
Overdell  
Day  
Darkrizamon:  
Soulmon: Electric Cloud, Static Elect, Megalo Spark  
Night  
Darkrizamon:  
Tsukaimon:  
Soulmon: Electric Cloud, Static Elect, Megalo Spark  
\*\*\*\*\*  
Grey Lord's Manor  
Day/Night  
Soulmon: Thunder Justice, Megalo Spark, Electric Cloud  
Tsukaimon:  
Rockmon:  
Darkrizamon: Heat Laser, Magma Bomb  
Boss  
Tekkomon: Buster Dive, Full Potential, Reverse Program  
Skull Greymon: War Cry, Dynamite Kick, Buster Dive  
\*\*\*\*\*  
Great Canyon  
Day  
Goburimon:  
Gotsumon: Sonic Jab, Megaton Punch, Buster Dive  
Weedmon: Mass Morph, Green Trap, Danger Sting  
Sand Yanmon: Wind Cutter, Spinning Shot, Hurricane  
Muchomon:  
Night  
Gotsumon: Sonic Jab, Megaton Punch, Buster Dive  
Gururumon:  
Weedmon:  
Goburimon:  
Boss  
Birdramon: Prominence Beam,  
Ogremon: Sonic Jab, Megaton Punch, Tremar, Magama Bomb  
Agumon:  
\*\*\*\*\*  
Ogre Fortress  
Boss  
Gabumon: War Cry, Sonic Jab,  
Agumon: Fire Tower, Spit Fire, Muscle Charge  
Ogremon: Megaton Punch, Tremar, Magma Bomb  
\*\*\*\*\*  
Freezeland  
Day  
Snow Agumon: Ice Needle, Muscle Charge, Winter Blast  
Snow Goburimon: Ice Needle, Winter Blast, Megaton Punch  
Hyogamon: Giga Freeze, Buster Dive, Winter Blast  
Night  
Ice Devimon: Ice Statue, War Cry, Sonic Jab, Ice Needle  
Snow Goburimon: Ice Needle, Winter Blast, Megaton Punch  
Hyogamon: Giga Freeze, Buster Dive, Winter Blast  
Boss  
Garurumon: Giga Freeze, Ice Statue, Aqua Magic, Winter Blast  
\*\*\*\*\*  
Ice Sanctuary  
Day/Night  
Ice Gotsumon: Ice Needle, Winter Blast, Ice Statue  
Blue Meramon: Prominence Beam, Ice Statue  
Hyogamon: Ice Needle, Megaton Punch, Buster Dive, Giga Freeze  
Gururumon: Aqua Magic, Winter Blast, Ice Statue, Giga Freeze  
\*\*\*\*\*  
Secret Cave  
Boss  
Ogremon: Tremar, Megaton Punch, Magma Bomb  
Gabumon:  
Waruseadramon: Aurora Freeze, Thunder Justice  
\*\*\*\*\*  
Misty Trees  
Day  
Fugamon: Wind Cutter, Megaton Punch, Static Elect  
Mori Shellmon: Aqua Magic, Water Blit, Charm perfume, Ice Statue  
Goburimon:  
Night  
Darkrizamon:  
Tsukaimon:  
Goburimon:  
Fugamon: Wind Cutter, Megaton Punch, Static Elect  
Saberdramon:  
Boss  
Gabumon:  
Kokatorimon:  
\*\*\*\*\*  
Toy Town  
Day/Night  
Toy Agumon: Red Inferno, Muscle Charge, Spit Fire, Fire Tower  
Tankmon: Red Inferno, Muscle Charge,  
Boss  
WaruMonzaemon: Megalo Spark,  
\*\*\*\*\*  
Geko Swamp  
Day  
Yanmon: Spinning Shot, Danger Sting, Insect Plague, Wind Cutter  
Night  
Gekomon:  
Boss  
Otanamon:  
\*\*\*\*\*  
Gear Svannah  
Day  
Psychemon: War Cry, Sonic Jab,  
Shima Unimon: Dynamite Kick, War Cry  
Sharmamon: Magma Bomb, Sonic Jab, Megaton Punch  
Akatorimon:  
Night  
Tsukaimon:  
Nise Drimogemon: Sonic Jab, Dynamite Kick, Tremar  
Sharmamon: Magma Bomb, Sonic Jab, Megaton Punch  
Psychemon:  
Boss  
Patamon: Wind Cutter, Sonic Jab, Dynamite Kick  
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Trash Mountain  
Day/Night  
Geremon: Horizontal Kick